

PRIMA'S OFFICIAL STRATEGY GUIDE

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ARMORED CORE ANOTHER AGE



Brett Rector
Jon Robinson

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FROM SOFTWARE



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THE RAVEN TAKES FLIGHT

WAR OF THE WORLDS

Five years have passed since the coup attempt known as the Civil Commotion on Mars....

Meanwhile, the Earth government continues its struggle to reclaim the planet's surface for its citizens, while reviving the population from the ravages of the Thirty-Year War.

The Earth government has been strengthening its forces to restore and maintain order on the Martian colonies. These colonies were previously governed by Earth corporations that have lost a great deal of their might.

As the Earth government hurries to secure powerful forces, its goal of reunifying the underground population of Earth with the surface world is hopelessly delayed.

Earth's underground cities were badly damaged by the Thirty-Year War, and many factions within them rebelled openly when they learned that the Earth government and Mars corporations were disregarding their needs. Armed uprisings increased dramatically.

Some of the surviving corporations on Mars were concerned with the growing interest that the Earth government showed them, as well as the increased deployment of arms and forces in their direction. They too strengthened their military forces.

The current relationship between the Earth government and Mars corporations has worsened, and the situation grows more and more contentious.

CORPORATIONS, CONFLICT, AND COUPS

Earth

After the Great Destruction, the Earth's population sharply declined. Science and technology also faltered. Both had recovered to a certain extent by the time the conflict broke out between Murakumo and Chrome (the PS AC era). However, the situation is still far from what it was before the Great Destruction.

The migration to Mars is progressing, and only about 700 million people still live on Earth, confined to an area roughly equivalent to 21st-century Europe.

Government

The pan-Earth governing power was originally set up as the Underground World Cease-Fire Committee, an arbitration body organized to end the Thirty-Year War. It is referred to as the "Earth government" on Mars.

Since the Martian coup several years ago, the government has rapidly rearmed. However, this has ignited a sense of impending crisis among the corporations, making the situation gloomier—the opposite of the government's intent.

Additionally, the government's eagerness to reinforce its military capability hindered the migration plan for the underground communities, which should be the government's most important mission. In reaction, citizens of the underground world have organized several anti-government forces.

The government still wields the greatest authority and military power on Earth and Mars, but other organizations have bolstered their combat capabilities to levels close to that of the government. Given this situation, some government officials are becoming cautious, voicing concerns over aggressive military force.

The Bureaus of Control

Bureaus of Control are administrative bodies directly controlled by the government. Each major city on Earth has a bureau to govern the city and surrounding region. Usually the name of each bureau includes the name of its jurisdiction, as in the Neo Isaac Bureau of Control.

The Bureaus of Control supervise development, regulate corporations, and maintain peace and order in each region, based on government policies. However, each

bureau has certain discretionary authority within its own jurisdiction.

The bureaus also maintain a certain level of armament under government control, and use of these forces is left to their own discretion.

The Indies

The largest of all rebel groups, the Indies target both the government and corporations, advocating the creation of a new governing body.

Many members are the poor who are mired in the underground world, but some are former Ravens and display quite impressive combat skills.

Despite the repeated actions by the government to quench the revolutionary group, the Indies aren't scaling back their activities. The group has powerful financial backing.

Zio Matrix

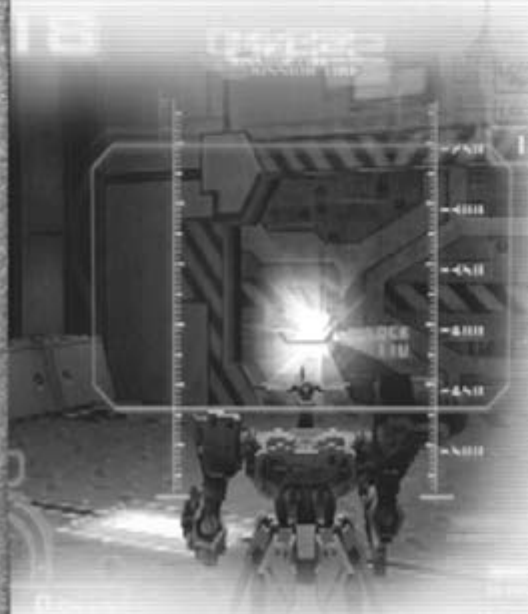
Following a failed coup attempt (through which it had hoped to gain more power on Mars using disorder technology), Zio Matrix has skillfully hidden its malicious intent and transferred the blame for unrest to one of its branches, claiming it was acting on its own. As a result, the company has sustained only minimal damage to its power and influence.

Although Zio Matrix avoids overt conflict with the government, the relationship between the two is worsening. Now Zio Matrix is eagerly building its military capability to remain competitive. The company is also digging up studies left by its former parent company, Murakumo Millennium.

Emeraude

Following an all-out clash with LCC (Large Scale Enterprises of the Central Committee) on Mars, Emeraude's power on the planet has decreased substantially. On Earth the company is now a distant rival to Zio Matrix.

Reacting to the government's enhanced state of armament, Emeraude has staged several small but direct conflicts. Although the company's chances of success are grim, it will not sway from its hard-line approach.



THE RAVEN TAKES FLIGHT

Emeraude still maintains significant levels of military capability and is the most dangerous element in the mix. The company considers Ravens a valuable part of its combative force and actively recruits them.

Balena

Balena once approached LCC in an attempt to reshuffle the power structure on Mars, but the plan fell apart when the Frighteners overstepped their authority. Balena's relationships with Zio and Emeraude have worsened now that the company's connection with the government has become public.

On the surface it appears that Balena is helping the government reinforce its military capability. However, the company is also supplying funds and arms to the Indies.

Concord

Concord operates arenas on Earth and Mars. A relatively small-scale company, neutral Concord doesn't side with any one power, although it sends Ravens upon request.

Ravens

Hired through Concord, these mercenaries also fight at arenas in public events. Those with top combat rankings hold a charismatic sway over the public. The significant change in the balance of power on Mars and the resulting unrest have given the Ravens opportunities to take an active role on Earth.

ROOKIE PILOT SCHOOL

By now you are familiar with the game's instruction manual, and perhaps you have taken an AC unit out for a test run. The basic and advanced ground- and air-based techniques outlined in this section will further your combat prowess. Be careful out there!



COCKPIT INTERFACE

Basic Interface

1. **Armor Points:** Your AC unit's armor point total. When depleted, your AC unit is destroyed.
2. **Enemy AP:** Your current enemy's armor point total. Used in Arena mode.
3. **Energy Level:** Your AC unit's remaining energy. Depleted after boosting, override-boosting, or using energy weapons. When depleted, it charges for around 30 seconds; you cannot use extra energy during that time.
4. **Time Limit:** Some levels and two-player modes have a time limit. The mission or game ends if this reaches 00:00.
5. **Extension Operation:** Tells you whether your optional extension part is turned on or off.
6. **Leaving Area:** Flashes and issues a warning sound when you are close to leaving the area of operations.
7. **Locked:** Indicates when an enemy AC has locked onto your AC.
8. **Radar:** Displays enemies in the immediate vicinity:
 - Enemies above you display blue.
 - Enemies below you display yellow.
 - Enemies at your level display red.
9. **Current Weapon:** Shows the weapon currently in use. You may fire only one weapon. Press ▲ to switch weapons. Default setting is Right Arm, then Shoulder Weapon(s) and Inside Weapons.
10. **Heat Level:** Your AC's current temperature.

Optional Cockpit Interface

11. **Enemy Weapon:** Visual description of the enemy's current weapon.
12. **Enemy Heat:** Enemy's heat level.
13. **Enemy Energy:** Enemy's energy level.
14. **Enemy Data:** Enemy data, such as weapon type last used.
15. **Remnants Enemy:** Percentage of enemies still to be destroyed. This only appears when you are facing more than one enemy.
16. **Angle Elevation:** Current angle of elevation; changes when you look up or down.
17. **Outer Heat:** Temperature outside of your AC unit.
18. **War Potential:** Displays a summary of the battle in progress.
19. **Winning Percentage:** Your chance of winning combat compared to your Arena enemy.
20. **Speedometer:** Displays your current speed.
21. **Altimeter:** Displays your current height.



Cockpit Interface Error Messages

In the heat of battle, enemy units, atmospheric conditions, and other factors may cause your AC unit to display error messages. The following list provides details.

Optimizing: AC unit is now back online and reoptimizing data such as radar and targeting functions.

Radar Error: Atmospheric conditions are interfering with radar.

FCS Error: Your Fire Control System has ceased to work temporarily. Use manually targeting weapons.

Danger Heat: Enemy fire or other factors have caused your AC to overheat. Emergency cooling may affect your combat performance.

Output Down: Damage is causing your sensors, targeting, and other functions to work at less-than-optimal levels.

Hit: You have scored a hit on a nearby enemy.

Damage: A nearby enemy has scored a hit on you.

Charging: Generator is charging. Extra energy cannot be utilized.

Destroy: A nearby enemy has been destroyed.

Guard: An enemy is guarding against your AC's attacks.



ROOKIE PILOT SCHOOL

CONTROLLER CONFIGURATION

The setup uses every button on the Dual Shock 2 controller. The list that follows describes briefly what each button does.

- ↑ **Go forward:** Moves your AC forward along the ground.
- ↓ **Go back:** Moves your AC in reverse along the ground.
- ← **Turn left:** Turns your AC to the left in a stationary position.
- **Turn right:** Turns your AC to the right in a stationary position.
- [L1] **Move left:** Moves your AC sideways left; also known as sidestepping or strafing.
- [R1] **Move right:** Moves your AC sideways right; also known as sidestepping or strafing.
- [L2] **Look up:** Moves your field of vision upward. Your AC remains stationary.
- [R2] **Look down:** Moves your field of vision downward. Your AC remains stationary.
- **Event/Blade:** Opens doors, activates elevators, or activates a blade slash.
- × **Boost:** Propels your AC unit upward, or in the direction you desire if you employ the movement buttons.
- ▲ **Change weapon:** Cycles through your ranged-weapon inventory.
- **Fire weapon:** Fires your currently selected weapon. Hold down for rapid fire.
- [L3] **Extension:** Switches on and off any extension part you may have equipped.
- [R3] **Override Boost:** Propels your AC unit forward at great speed, or in the direction you desire if you employ the movement buttons.



Mech Maneuvers

The remainder of this chapter deals with elementary to advanced flying techniques. You must become proficient in at least some advanced maneuvers before challenging more adept foes to combat.

Targeting

Many weapons target enemies automatically; some allow manual firing. It is important to be able to aim at and hit a target without relying on automated targeting systems. Automatic targeting commences when your enemy moves into range of your FCS sensor and into your line of vision (although this may be obscured by scenery).



The initial target is a yellow lock-on square in your targeting sights.



This changes to a red target as your FCS gathers more targeting information.



Finally, an alert beep and a red square notifies you the target is "locked" and will remain so until it moves out of your immediate line of sight.



You may target enemies manually by firing at them when they are lined up in your sights. Use the target arrow to help you. When aiming at faster targets, fire where they will be when your weapon's ordnance reaches them: This may be ahead of their current location.



Extreme-range targeting is an excellent way to destroy air units before they arrive at your location. Fire into the distance with a powerful weapon before automatic targeting occurs.

Gaining Elevation

Your first movement makes use of your boost move ×. Press it to jet straight up. Use this together with the directional pad to fly through the air until your energy is depleted. Move to higher ground, then look up and down. Higher ground is best for sniping. To look straight ahead, press [L2] and [R2] together.



ROOKIE PILOT SCHOOL

Sidestepping ("Strafing")

After you master forward, backward, and turning movements in your unit, try strafing. Press **L1** to move left and **R1** to move right. This is an excellent way to avoid enemy fire.



Note:
Some targeted weapons, when fired at a moving enemy, will miss their target the first time. Keep your enemy targeted and fire again immediately. The targeting computer adjusts automatically and the second shot will hit.

Speed-strafing



To increase the speed of your strafe, press and hold the same direction button on your directional pad. For example, to "speed-strafe" right, press and hold **R1**, then press and hold **→**.



To auto-fire, press and hold **■**. Your weapon fires as soon as it targets, saving you valuable milliseconds.

Dodge-Strafing



This technique allows you to rapidly move left and right almost on the spot: Press and hold **R1** to start strafing right. Now tap **L1** continuously; your AC will dart left, then right. Play with the length of time you hold **L1** to increase the time between direction changes. This is a useful technique for avoiding machine-gun fire.

Note: You must start moving to the right first; the **L1** overrides the **R1** strafe.

Circle-Strafing



Circle-strafing is the most complex ground maneuver, involving moving in a circular pattern around one position (usually a foe at whom you are firing). First, press **R1**. As you move sideways to the right, press and hold **←**. This moves you in a counterclockwise circle. Use and perfect this technique—it's vital for destroying ground targets in open areas.

Speed Circle-Strafing

As you circle-strafe, press and hold **R1** and **↶** instead of **R1** and **←**. This moves you in a smaller counterclockwise circle. Use this technique to locate a nearby unit that is out of visual range or one you wish to move around and fire at.

Every AC unit completes a circle of a different diameter and at a different speed. The heavier the AC, the wider and slower the circle. Lighter ACs can use this to their advantage to "out-strafe" their heavier foes.



Boosting Techniques

Air-Strafing



You may employ all the foregoing movements in the air, as well, thanks to boosting. This gives air combat an extra element—height. Thus, you can circle-strafe an air opponent from below by holding **R1** and **←**, then pressing **L2** to target it when it is above you. When you are flying and wish to circle-strafe an opponent beneath you, hold **R1** and **←**, locate the enemy with **R2**, and, of course, hold **X** to keep airborne and **■** to fire! Practice this in the AC Test Arena until you become proficient.

Override Boost



You can execute the foregoing airborne techniques far more quickly using the override-boost. Press **R3** to charge up your booster and travel at extreme speed for a few seconds. To brake, press **R3** again. Holding **R1** when you override-boost removes you from combat quickly and effectively.



Attacking Airborne AC Opponents

At first you may find it difficult to attack airborne foes. It is simply a matter of locating them in your radar and looking up **L2** to target them. Enemy ACs are a little trickier. When facing bombardment from the sky, strafe away from the action, turn,

and look up. Alternatively, boost straight up, gaining height over your foe, and attack the enemy in the air. AC units can attack from the sky only briefly and must land before they run out of energy. When they land, be ready for them.

Close Combat

Use a blade or shield in close melee combat. Employ them to destroy locks, scenery, and containers. This conserves ammunition and expenditure. You find these powerful tools for combat when you use a faster AC unit. Combine dashing blade attacks as you circle a foe and move into close combat.



Splash Damage

Splash damage refers to damage caused at the periphery of an area-effect weapon (such as a bazooka). Such weapons cause large explosions that can significantly damage AC units lurking around corners. Often you can even destroy enemies that wait behind closed doors. (Watch the ammunition you expend trying, though.)



TRAINING COMPLETE

After you master these techniques, combat becomes more entertaining and your enemies more susceptible to your maneuvering skills. Now you must choose the weapons and parts with which to inflict your mechanical pain.

INVENTORY

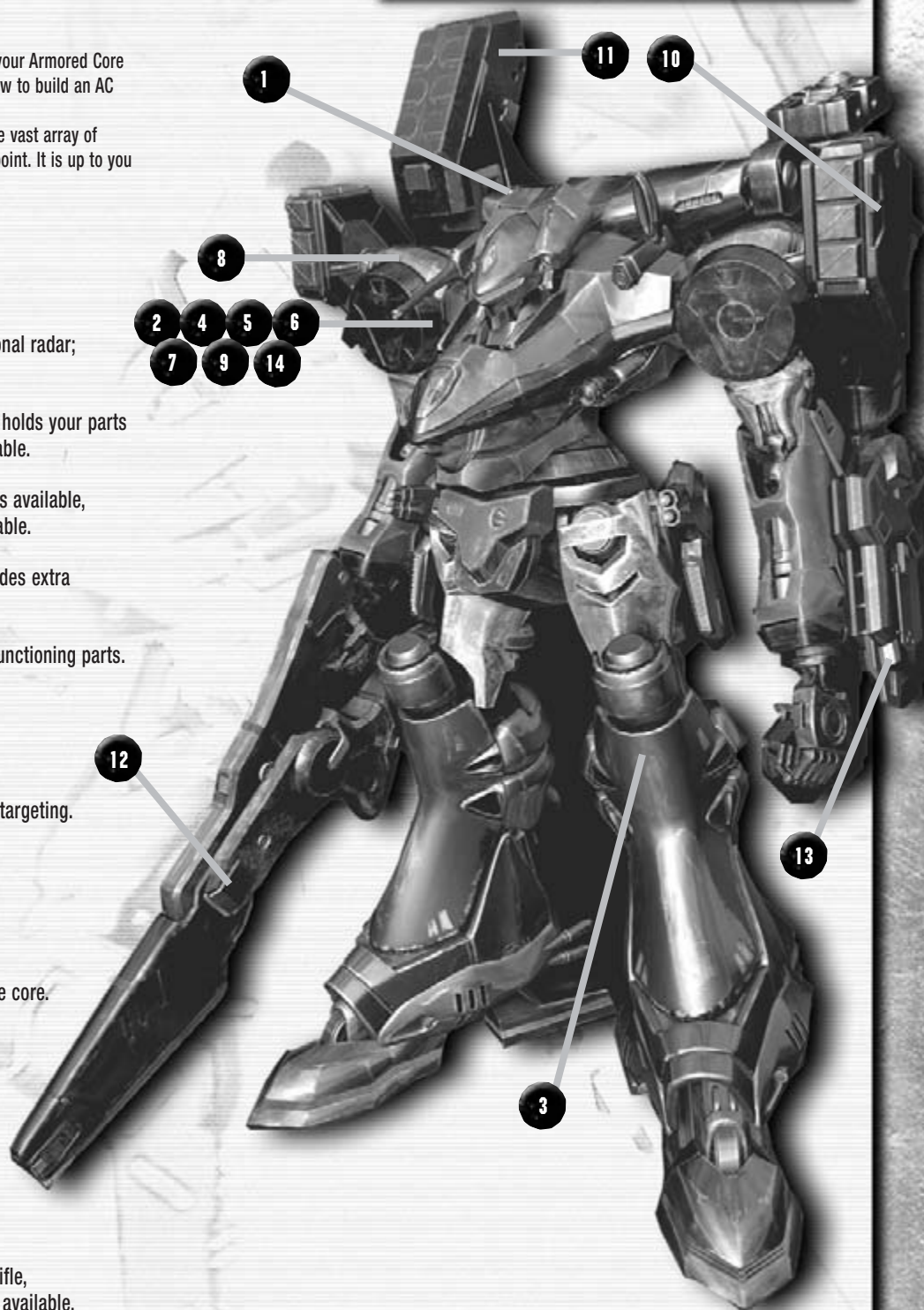
Here is a complete listing of all 228 parts for use with your Armored Core unit. Included are comparison charts, information on how to build an AC unit with an Excellent rating, and recommended parts.

The units shown are merely a tiny sampling of the vast array of mechs you can construct. Use them only as a starting point. It is up to you to discover the unit parts that you prefer.

BUILDING YOUR ARMORED CORE

Familiarize yourself with the following 14 part types:

- 1. Head:** Central information processing and optional radar; 14 parts available.
- 2. Core:** Serves as torso, most of your armor, and holds your parts together (including optional parts); six parts available.
- 3. Legs:** Movement. Two- and four-legged versions available, as well as tanks and floating units; 35 parts available.
- 4. Booster:** Slots into the back of your core, provides extra and airborne acceleration; seven parts available.
- 5. Generator:** Generates power dispensed to all functioning parts. Located within the core; eight parts available.
- 6. Radiator:** Cools the unit after energy is used. Located within the core; eight parts available.
- 7. Fire Control System (FCS):** Heads-Up Display targeting. Located within the core; 10 parts available.
- 8. Arms:** Hold and/or serve as weapons. Two arms slot either side of the core torso unit; 23 parts available.
- 9. Inside:** Small optional device planted within the core. Usually defensive in nature; 10 parts available.
- 10. Extension:** Provides boost, missiles, and defense. Slotted at the top of the arms near the shoulders; 10 parts available.
- 11. Back Unit:** Provides extra firepower or radar. Mounted on one or both shoulder placements; 42 parts available.
- 12. Arm Unit R:** Device takes the form of a gun, rifle, or heavy weapon. Held in the right hand; 29 parts available.
- 13. Arm Unit L:** Device takes the form of a laser blade or shield. Held in the left hand; 10 parts available.
- 14. Optional:** Optional parts designed to modify your performance; 16 parts available.



INVENTORY



Using the Shop



You may buy and sell any AC parts for the same value each time. For example, a set of ZAN-202/TEM arms are worth 21,200 credits whether you buy or sell them. You can buy certain back unit parts more than once. For example, you can equip your AC with an EWM-S608 missile launcher, and purchase another for the other shoulder.

The Armored Core Rating

After you construct your Armored Core, check its profile in the Garage under "Performance." The overall grade, the most important and relevant aspect of this performance chart, ranges through Below Average, Fair, Good, Great, and Excellent. The better your unit's overall grade, the more impressive your AC unit is.

To improve your rating, equip your unit with a variety of effective weapons. In general, the higher the part cost, the greater the rating improvement. Finally, weapons that work well together (a relation missile and a vertical missile system) can increase your rating, as well.

AC Building Basics

After you acquire capital to purchase bigger and better AC parts, choose the type of AC you are most comfortable piloting—light, medium, or heavy.

Light Armored Core Units



If you favor speed, flight, dexterous combat, and the ability to maneuver around all foes while remaining elusive, construct a lightweight AC. The arms, legs, and core parts with which you equip it must be light. Back-unit weapons should be fitted onto one shoulder. Restrict right-arm weapons to machine guns, rifles, and handguns.

Medium Armored Core Units



If you prefer heavy firepower with some close-combat and dodging abilities, construct a lightweight AC with more bulk and one larger weapon. Blades and quick-firing weapons are important, but your unit needs heavier legs to carry one large back-mounted weapon. Quadrupedal legs are best; they carry more weight, yet are still maneuverable.

Heavy Armored Core Units



Pilots willing to sacrifice speed for sheer firepower can build heavyweight Armored Cores bristling with massive weapons. These slow-moving units must be able to take a lot of damage, but their extra armor and astounding firepower more than make up for it. Double-mounted back weapons and even weapon arms serve well. Close combat should never be an option. Remain at range with this type.

INVENTORY

Hard Core Times Three

As examples of the variety of Armored Core units you can build, we constructed three powerful AC units. The following information on building these units includes the parts utilized and their performance ratings. Add any optional parts you wish and test them out. They will not disappoint you.

Armored Core 1 "Mean Machine"



Head	Core	Arms	Legs	Booster	FCS	Generator	Radiator	Inside	Extension	Weapons
ZHD-2000/SV	ZCL-XA/2	ZAN-303/S	ZLN-XA2/FF	ZBT-H4/T	DOX-ELENA	HOY-B1000	RBG-CM6	INW-OM-PRT	EEX-AM45	* Back Unit L: ZWM-M55/6 * Back Unit R: EWM-NAP02 * Arm Unit L: ELS-2772 * Arm Unit R: ZWG-XC/01

NOTES: If speed kills, Mean Machine is one lethal mech. Mean Machine is designed with lightweight gear and just the right firepower for the player who likes to hit and run. The ZWG-XC/01 Energy Laser Rifle packs the right amount of heat for most missions, while the various missile launchers work as a nice complement, especially if you prefer to lock-on from long range.

Armored Core 2 "OPD 187"



Head	Core	Arms	Legs	Booster	FCS	Generator	Radiator	Weapons
EHD-NIGHTEYE	ZCH-GR/1	EAN-S0	ZLN-XX0/TP	EBT-GE2100	DOX-105	GPS-VA	RPS-MER/SA	• Back Unit L: ZRS-554/BW • Back Unit R: ZWR-S/60 • Arm Unit L: ELS-3443 • Arm Unit R: EWG-RF-M15

NOTES: OPD 187 is the unit with which we recommend you start your adventure. It's one of the best combinations of cheap gear and firepower you could purchase at the beginning of the game, considering you only start with 100,000 credits. The EHD-NIGHTEYE is a must-have head for mech newbies, as its advanced computer helps map out your terrain.

Armored Core 3 "Black Widow"



Head	Core	Arms	Legs	Booster	FCS	Generator	Radiator	Inside	Extension	Weapons
EHD-WACS	ECL-ONE	ZAW-LC/NPM	ELF-XX33	ZBT-Z1/ARTERE	LODD-QHT	HOY-B999	RPS-MER/A3	INW-DM/R11	BEX-BRM-04	* Back Unit L: EWX-VLS241 * Back Unit R: EWX-VLS241 * Arm Unit L: - * Arm Unit R: -

NOTES: The Black Widow is an example of an Armored Core built both to take damage and dish it out. A mixture of highly damaging energy and solid weapon types allows you to drain your energy before switching to back-up missiles. These vertical projectiles, coupled with extension relation missiles, cause massive enemy damage. Little wonder, then, that Nerves Concord awarded this unit an Excellent rating.

Hidden AC Parts

Of the initial 202 parts, an additional 26 parts are hidden throughout the game. Usually these parts are rare, experimental, or improved versions of existing parts.

PARTS OVERVIEW AND LEGEND

The remaining pages in this inventory provide a complete rundown of all parts and every part statistic so you can more easily compare items before purchase. Not all descriptions are self-explanatory, however, so refer to the legend if you are unsure.

Notes:

The value range far exceeds the actual value of almost all parts.



INVENTORY















INVENTORY LEGEND

Information	Value Range	Description
Price	0-999,999	Price in the shop
Name	-	Name of part
Manufacturer	-	Name of part manufacturer
Weight	0-9,999	Weight of the part
Energy Drain	0-9,999	Energy consumption
Armor Point	0-9,999	Part endurance value
Def Shell	0-9,999	Defense versus live (solid) shells
Def Energy	0-9,999	Defense versus energy weapons
System Recovery	-	How soon system error recovery is complete
Auto Balancer	-	Stability
Hacking Function	0-10	The higher the value, the greater your chance of opening a locked door.
Map Type	No Memory, Area Memory, Area and Place Name	Map display type
Noise Canceler	None/Provided	Indicates whether this head comes with Noise Canceler, cutting out unnecessary sounds
Bio Sensor	None/Provided	Indicates whether this head comes with bio sensor, showing organic life
Sensor Interval	0-9,999	Interval of starting sensor
Radar Function	None/Provided	Indicates whether this part has radar functions
Radar Range	0-999	The higher the number, the wider the area detected.
Radar Type	Standard, Circle, Octagon, Grid	Shape of radar. This does not affect performance.
Scanning Interval	0-99	Interval of starting scanner
Cooling	0-9,999	Value of heat recovery speed
Maximum Weight	0-9,999	Maximum load capacity of the part
VS-MG-Response	0-99	Probability of successful interceptions of enemy missiles
VS-MG-Range	0-99	Range with which enemy missiles can be intercepted
Option Slots	0-99	Number of slots available on the core for attachment of optional parts
OB Power	0-9,999	Additional speed when using Over Boost
OB Energy Drain	0-99,999	Energy Consumption when using Over Boost
OB Limit	9,999	???
Extension TP	Provided	Indicates whether this arm part can be equipped with extension parts
Energy Supply	0-999	Left arm's weapon attack; the arm adds energy to weapon equipped on that arm
Recoil Control	0-999	Whether this part reduces recoil from shooting or close combat
Weapon Lock (Lock Type)	Standard, Sideways, Narrow & Deep, Wide & Shallow; Lengthway, Special	Indicate the lock-on type when attacking an enemy
Attack Power	0-9,999	Attack power of one shot/slash from a weapon
Number of Ammo	0-9,999	Amount of ammunition in each weapon
Ammo Type	Solid, Energy	Ammunition type
Ammo Price	0-9999	Price of one round of ammunition
Ammo Heat	0-999	Calorific value of ammunition
Range	0-999	The higher this number, the farther a shell will travel.
Maximum Lock	0-99	Maximum number of possible lock-ons
Reload Time	0-999	Waiting period until the next shot can be fired
Usage Drain	0-9,999	Energy consumption when using the weapon
Discharge Heat	0-99	Calorific value when used
Moving Speed	0-999	The higher this number, the faster your AC.
Landing Stability	0-9,999	Landing stability of AC
Defensive Stability	0-9,999	AC stability after being hit by an enemy attack
Turning Speed	0-999	The higher this number, the faster your AC will turn.
Stationary Drain	0-9,999	Energy consumption when the AC is not moving
Jump Function	None/Provided	Informs you of the presence of a Jump feature on the leg parts you are examining
Energy Output	0-99,999	Total generator output
Maximum Charge	0-99,999	Capacity of the energy gauge
Redzone	0-9,999	Maximum value of redzone
Calorific Value	0-9,999	Caloric (heat) value per 1 second
Boost Efficiency	0-9,999	Length of time the booster can be used
Lock Speed	0-99	Lock-on speed
Maximum Launch	0-9	Maximum number of missiles fired from the extension when enabled
Recoil	0-99	Recoil value when fired
Stealth Sensor	None/Provided	Indicates whether an item comes with or without Stealth Sensor
Slots Required (Optional Part)	0-999	Number of slots needed

INVENTORY: HEAD

Head (14 Parts)

The nerve center of your AC unit, the 14 different head parts come with or without a radar function. Heads with a radar function are indispensable in one-player missions; use those with Area and Place name functions. For simple one-on-one combat using larger mechs, choose a head with a higher armor value. Note Def Shell and Def Energy ratings before you buy.

	ZHD-GE/OHR									Notes: Lightest model; well balanced
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	25,700 credits	114	350	745	300	360	120			
	EHD-GN-92									Notes: Heavily armored defensive type
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	33,800 credits	378	702	1,012	495	712	80			
	EHD-NIGHTEYE									Notes: Advanced computer and mapping head
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	49,700 credits	197	680	840	332	498	460			
	EHD-GARD									Notes: Battle type with fine balance
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	19,300 credits	156	405	597	276	1,094	80			
	ZHD-06/RW									Notes: Inexpensive head equipped with radar
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	30,500 credits	253	480	945	254	337	390			
	HD-ONE-NT									Notes: Universal multirole head
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	52,400 credits	188	982	720	349	398	540			
	ZHD-8008/S									Notes: Head with wide-range search radar
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	41,500 credits	179	431	922	274	347	635			
	ZHD-AG/TURRET									Notes: High AP head stressing the basics
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	44,700 credits	197	538	1,000	359	780	40			
	ZHD-MO/EGRET									Notes: Stable, high-end head by Zio
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	89,000 credits	204	308	898	322	510	598			
	ZHD-2000/SV									Notes: Lightweight, multifunction head
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	38,400 credits	131	1,045	784	297	376	480			
	EHD-DOME									Notes: High energy defense; quite heavy
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	52,100 credits	294	457	966	400	312	160			
	EHD-WACS									Notes: Has all functions; low basics
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	73,300 credits	145	611	698	222	348	770			
	EHD-SCOPEYE									Notes: Enhanced version of the EHD-NIGHTEYE; hidden AC part in Scissors Forest
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Emeraude	64,000 credits	237	674	789	287	398	580			
	ZHD-102/ROCK									Notes: Superb quality and defense, but heavy; available upon completion of all levels in the Zearm Desert
Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Computer Ability	EDPS			
Zio Matrix	57,700 credits	481	278	977	544	628	720			

INVENTORY: HEAD

HEAD PART COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Computer Type	Computer Voice	System Recovery	Auto Balancer	Hacking Function	Map Type	Noise Canceler	Bio Sensor
ZHD-GE/OHR	25,700	Zio Matrix	114	350	745	155	145	Rough	F	1,200	240	2	No Memory	N	Y
EHD-GN-92	33,800	Emeraude	378	702	1,012	282	213	Rough	M	1,728	540	1	None	Y	N
EHD-NIGHTEYE	49,700	Emeraude	197	680	840	177	155	Detailed	F	1,020	396	1	Area and Place Name	N	Y
EHD-GARD	19,300	Emeraude	156	405	597	160	116	Rough	M	240	1,070	1	None	N	Y
ZHD-06/RW	30,500	Zio Matrix	253	480	945	121	133	Standard	M	1,420	195	1	Area Memory	N	N
EHD-ONE-NT	52,400	Emeraude	188	982	720	184	165	Standard	M	660	332	3	Area Memory	Y	Y
ZHD-8008/S	41,500	Zio Matrix	179	431	922	133	141	Detailed	F	1,160	231	5	Area and Place Name	Y	N
ZHD-AG/TURRET	44,700	Zio Matrix	197	538	1,000	201	158	Standard	F	1,200	660	3	None	N	N
ZHD-MO/EGRET	89,000	Zio Matrix	204	308	898	169	153	Detailed	F	900	420	3	Area and Place Name	Y	Y
ZHD-2000/SV	38,400	Zio Matrix	131	1,045	784	136	161	Detailed	M	1,740	202	2	Area Memory	Y	Y
EHD-DOME	52,100	Emeraude	294	457	966	142	258	Standard	F	1,420	170	4	No Memory	Y	Y
EHD-WACS	73,300	Emeraude	145	611	698	118	104	Detailed	M	480	300	4	Area and Place Name	Y	Y
EHD-SCOPEYE	64,000	Emeraude	237	674	789	158	129	Detailed	M	960	302	2	Area and Place Name	N	Y
ZHD-102/ROCK	57,700	Zio Matrix	481	278	977	256	288	Standard	F	480	580	3	Area and Place Name	Y	Y



INVENTORY: CORE

	Sensor Interval	Radar Function	Radar Range	Radar Type	Scanning Interval	Cooling
	60	N	—	—	—	22
	24	N	—	—	—	20
	0	Y	300	Standard	80	80
	18	N	—	—	—	47
	0	Y	270	Standard	72	577
	18	Y	340	Standard	66	102
	24	Y	475	Standard	42	164
	0	N	—	—	—	54
	10	Y	398	Standard	56	62
	32	Y	280	Standard	70	32
	0	N	—	—	—	242
	12	Y	570	Standard	16	98
	0	Y	420	Standard	30	80
	0	Y	520	Standard	45	20

CORE (SIX PARTS)

Choosing the correct core—the central part of your AC unit—is important for a number of reasons. The most important aspect is your core's maximum weight—the greatest total weight of arms, arm weapons, shoulder mounting, and extension parts a core can hold without becoming overweight. Plan to purchase parts that add up to less than this number.

Notes:

Armor points, weight, and defense against shells and energy are important, too, but also note your core's Option Slots value. The higher this number, the more optional parts you can fit onto your AC.

A final note on the weight—this is added to the total weight your legs can take, and you may wish to purchase a lighter core part and sacrifice defense for speed.

**ZCX-F/ROOK**

Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Over Boost
Zio Matrix	99,800 credits	1,016	1,083	2,870	1,090	3,170	165

Notes:

Standard Zio model with many slots



ECM-XR00

Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Over Boost
Emeraude	62.200 credits	1.100	1.055	2.640	969	3.322	223

Notes:

Standard Emeraude model

**ECL-ONE**

Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Over Boost
Emeraude	89,000 credits	754	1,320	2,320	860	2,915	260

Notes:

Mobile battle type: low defense



ZCL-XA/2

Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Over Boost
Zio Matrix	110,000 credits	889	1,553	2,180	955	2,832	204

Notes:

Lightweight core with great basics

**ZCH-GR/1**

Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Over Boost
Zio Matrix	74,000 credits	1,322	973	3,164	1,165	3,690	207

Notes:

Notes:
Balanced heavyweight core

**ECH-D4**

Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Over Boost
Emeraude	105,000 credits	1,516	884	3,008	1,267	3,842	141

Notes:

High defense but very few slots

CORE PART COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Armor Points	Def Shell	Def Energy	Maximum Weight	VS-MG-Response	VS-MG-Range	Option Slots	OB Power	OB Energy Drain	Discharge Heat	OB Limit	Cooling
ZCX-F/ROOK	99,800	Zio Matrix	1,016	1,083	2,870	542	548	3,170	0	0	16	2,460	20,000	1,460	1,500	442
ECM-XROO	62,200	Emeraude	1,100	1,055	2,640	504	465	3,322	48	64	11	2,800	18,000	1,050	1,200	343
ECL-ONE	89,000	Emeraude	754	1,320	2,320	442	418	2,915	42	48	16	2,820	22,000	700	1,200	273
ZCL-XA/2	110,000	Zio Matrix	889	1,553	2,180	471	484	2,832	0	0	21	3,000	24,000	860	1,450	356
ZCH-GR/1	74,000	Zio Matrix	1,322	973	3,164	588	577	3,690	0	0	10	2,400	20,000	2,000	2,100	497
ECN-D4	105,000	Emeraude	1,516	884	3,008	664	603	3,842	38	50	8	2,000	18,000	1,420	1,500	398

INVENTORY: LEGS

LEGS-35 PARTS

Although some veteran AC pilots claim otherwise, many Ravens prefer four-legged AC units. The increased speed and weight allowance, coupled with a quicker turning ability, gives you an advantage in the combat zone. Four-legged units allow you to fire larger shoulder-mounted weapons (on the fly/move)—and two-legged variants do not (unless you have Human Plus enhancements wired into your body; see "Classified Information").






Tank legs are the ultimate for bringing devastating ordnance to combat, although you will be turning to find a quicker foe running rings around you for most of the battle. The reverse-jointed legs (also called "Chicken Legs") are a novelty, but slow. Finally, tank and float leg types do not allow boosting, leaving you unable to take to the skies for longer than a few seconds. You will find a reasonably heavy quadrupedal set of legs ideal for most of your combat needs.

Type A Legs-Bipedal






	ZLN-XX0/TP								Notes: Standard bipedal legs
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	25,000 credits	1,888	1,844	3,050	966	4,954	384	
	ZLN-XA1/FA								Notes: Advanced energy defense systems
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	53,700 credits	2,655	2,350	3,473	1,141	5,442	379	
	ELN-2002AT								Notes: High shell defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	35,000 credits	2,113	1,313	3,628	1,046	4,970	378	
	ELN-02A								Notes: Stable Emeraude signature model
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	39,000 credits	1,975	1,782	3,215	1,076	5,205	387	
	ZLN-XA2/FF								Notes: An XA1 model adjusted for better balance
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	45,600 credits	2,310	1,899	3,380	1,115	5,312	388	
	ZLN-EKI/SRRT								Notes: Light bipedal; unstable but popular
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	46,700 credits	1,429	2,398	2,646	982	4,010	577	
	ELN-701								Notes: Light with higher load capacity
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	68,000 credits	1,990	3,824	2,464	879	4,770	554	
	ZLN-WA02/SS								Notes: Light, high-defense Zio bipedal
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	72,000 credits	1,675	2,840	2,939	1,038	4,400	568	
	ZLN-2A/GR								Notes: High-energy defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	45,600 credits	3,070	2,313	3,763	1,318	6,518	258	
	ELN-STVM								Notes: First-class armor points and load capacity
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	65,000 credits	3,428	2,414	3,828	1,410	7,630	255	
	ZLN-9001/A								Notes: Zio heavy legs; very stable
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	54,200 credits	2,850	2,220	3,682	1,274	7,020	259	
	ELN-02SLD								Notes: Middleweight bipedal with good defense; available upon completion of Thorn Garden area
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	51,200 credits	2,500	2,470	3,121	1,129	5,180	380	
	ELN-070								Notes: Lightweight, high load capacity bipedal; available upon completion of Horwick Mountains area
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	67,000 credits	1,880	3,444	2,620	680	5,118	432	
	ZLN-01/BARREL								Notes: Heavyweight bipedal with good mobility; available upon completion of Whiteland area
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	78,800 credits	2,688	2,551	3,285	1,278	6,273	270	

INVENTORY: LEGS






Type B Legs—Reverse Jointed

	ELB-A1001								Notes: Least expensive reverse-jointed legs
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	18,000 credits	2,490	1,412	2,895	954	4,756	445	
	ZLB-3322/OP								Notes: Standard reverse-jointed legs
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	32,200 credits	2,649	1,489	3,123	1,003	5,240	452	
	ELB-5005B								Notes: Lightest reverse-jointed legs
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	30,200 credits	2,074	1,285	2,740	797	4,965	470	
	ZLB-7744/VAT								Notes: New heavy-armor reverse-jointed legs
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	41,000 credits	2,877	1,715	3,602	1,222	6,500	338	
	ELB-XXE-LAPIN								Notes: Heavy; high stability and cooling
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	46,000 credits	2,920	1,568	3,478	1,173	6,310	331	

Type C Legs—Quadrupedal







	ZLF-TR05/INTS								Notes: Most mobile of all quadrupeds
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	63,000 credits	2,493	3,310	2,629	974	4,140	674	
	ZLF-A3/CARM								Notes: Low energy usage; good cooling
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	37,000 credits	2,450	2,996	3,050	1,082	5,120	627	
	ELF-DEX-2F								Notes: Standard quadruped type
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	42,000 credits	2,573	3,225	2,733	1,144	4,592	591	
	ELF-SOC61								Notes: Highest energy defense of quadrupeds
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	84,200 credits	2,890	4,005	3,220	1,180	5,358	607	
	ELF-XX33								Notes: High load capacity; heavy
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	78,700 credits	2,650	3,570	3,722	1,108	5,820	517	

Type D Legs—Tank

	ZLC-M2/PIKE								Notes: Fast; low defense and armor point value
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	36,000 credits	3,027	3,116	2,938	1,048	5,480	440	
	ELC-MLK0303								Notes: Inexpensive; high shell defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	15,000 credits	4,178	978	3,640	1,323	6,950	364	
	ELC-D1S1								Notes: Extremely high load capacity
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	59,000 credits	3,636	2,625	3,833	1,483	8,600	396	
	ELC-HTT0808								Notes: Hover propulsion type
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Emeraude	25,700 credits	2,972	2,922	3,688	1,281	7,842	396	
	ZLC-C04T/CYOR								Notes: Excellent energy defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	74,000 credits	3,120	3,085	3,624	1,346	7,200	395	

INVENTORY: LEGS

Type E Legs-Antigravity

	ZLR-K196/RJ								Notes: <i>Celebrated first floating type</i>
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	31,000 credits	2,188	2,425	2,660	847	4,530	623	
	ZLR-EE/STOL								Notes: <i>Basic model; stable performance</i>
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	49,000 credits	2,584	2,664	2,940	939	4,940	642	
	ZLR-MOC200/FG								Notes: <i>High load capacity</i>
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	67,000 credits	1,900	3,572	2,720	749	5,440	599	
	ZLR-TII/BUD								Notes: <i>High-speed type; great mobility</i>
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	84,000 credits	2,650	2,871	2,580	765	4,020	732	
	ZLR-ZIO/MATRIX								Notes: <i>Zio's new flagship model</i>
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	125,000 credits	2,675	3,122	3,122	1,018	5,370	689	
	ZLR-ARROW								Notes: <i>Designed with high top speed in mind; available upon completion of Lost Field area</i>
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Maximum Weight	Movement Ability	
	Zio Matrix	97,000 credits	2,477	2,954	2,880	890	3,930	770	



INVENTORY: LEGS

LEG TYPES COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Maximum Weight	Moving Speed	Landing Stability	Defensive Stability	Turning Speed	Stationary Drain	Jump Function	Braking Ability	Cooling
Type A-Bipedal																
ZLN-XX0/TP	25,000	Zio Matrix	1,888	1,844	3,050	504	462	4,954	274	1,007	1,077	440	563	Y	100	454
ZLN-XA1/FA	53,700	Zio Matrix	2,655	2,350	3,473	475	666	5,442	266	1,200	1,425	452	1,328	Y	110	411
ELN-2002AT	35,000	Emeraude	2,113	1,313	3,628	711	335	4,970	272	1,000	1,106	424	448	Y	92	177
ELN-02A	39,000	Emeraude	1,975	1,782	3,215	551	525	5,205	275	1,100	1,213	448	650	Y	108	488
ZLN-XA2/FF	45,600	Zio Matrix	2,310	1,899	3,380	572	543	5,312	273	1,218	1,570	460	687	Y	110	525
ZLN-EK1/SRRT	46,700	Zio Matrix	1,429	2,398	2,646	478	504	4,010	452	677	570	500	553	Y	92	744
ELN-701	68,000	Emeraude	1,990	3,824	2,464	442	437	4,770	436	1,057	665	472	612	Y	88	694
ZLN-WA02/SS	72,000	Zio Matrix	1,675	2,840	2,939	515	523	4,400	445	847	932	492	853	Y	94	883
ZLN-2A/GR	45,600	Zio Matrix	3,070	2,313	3,763	607	711	6,518	151	2,946	2,520	428	1,117	Y	118	384
ELN-STVM	65,000	Emeraude	3,428	2,414	3,828	754	656	7,630	146	3,533	2,998	436	906	Y	140	445
ZLN-9001/A	54,200	Zio Matrix	2,850	2,220	3,682	685	589	7,020	153	3,245	3,799	424	680	Y	125	566
ELN-02SLD	51,200	Emeraude	2,500	2,470	3,121	555	574	5,180	270	1,111	1,387	440	640	Y	105	112
ELN-070	67,000	Emeraude	1,880	3,444	2,620	314	366	5,118	424	954	765	432	922	Y	100	799
ZLN-01/BARREL	78,800	Zio Matrix	2,688	2,551	3,285	633	645	6,273	160	3,117	2,870	440	1,324	Y	116	366
Type B-Reverse Jointed																
ELB-A1001	18,000	Emeraude	2,490	1,412	2,895	513	441	4,756	320	2,078	2,078	500	287	Y	89	504
ZLB-3322/OP	32,200	Zio Matrix	2,649	1,489	3,123	545	458	5,240	322	2,156	2,360	520	349	Y	105	450
ELB-5005B	30,200	Emeraude	2,074	1,285	2,740	377	420	4,965	328	2,450	1,974	568	198	Y	114	777
ZLB-7744/VAT	41,000	Zio Matrix	2,877	1,715	3,602	650	572	6,500	223	3,000	3,015	460	437	Y	108	622
ELB-XXE-LAPIN	46,000	Emeraude	2,920	1,568	3,478	684	489	6,310	214	3,390	3,378	468	375	Y	100	811
Type C-Quadrupedal																
ZLF-TR05/INTS	63,000	Zio Matrix	2,493	3,310	2,629	446	528	4,140	541	2,244	1,572	532	1,640	Y	124	1,212
ZLF-A3/CARM	37,000	Zio Matrix	2,450	2,996	3,050	472	610	5,120	498	2,612	1,733	516	1,985	Y	136	1,640
ELF-DEX-2F	42,000	Emeraude	2,573	3,225	2,733	544	600	4,592	467	2,645	1,840	496	1,665	Y	152	1,424
ELF-SOC61	84,200	Emeraude	2,890	4,005	3,220	486	694	5,358	489	3,080	2,950	472	3,584	Y	107	1,242
ELF-XX33	78,700	Emeraude	2,650	3,570	3,722	552	556	5,820	396	2,402	1,960	484	2,990	Y	116	1,076
Type D-Tank																
ZLC-M2/PIKE	36,000	Zio Matrix	3,027	3,116	2,938	545	503	5,480	300	2,825	1,630	560	2,415	N	254	412
ELC-MLK0303	15,000	Emeraude	4,178	978	3,640	746	577	6,950	255	4,115	3,810	436	294	N	311	1,277
ELC-D1S1	59,000	Emeraude	3,636	2,625	3,833	805	678	8,600	269	5,000	5,040	508	1,320	N	366	576
ELC-HTT0808	25,700	Emeraude	2,972	2,922	3,688	646	635	7,842	285	4,530	1,741	444	2,365	N	288	625
ZLC-C04T/CYOR	74,000	Zio Matrix	3,120	3,085	3,624	603	743	7,200	274	4,522	4,455	484	925	N	188	1,044
Type E-Antigravity																
ZLR-K196/RJ	31,000	Zio Matrix	2,188	2,425	2,660	448	399	4,530	519	847	997	416	1,577	N	89	1,114
ZLR-EE/STOL	49,000	Zio Matrix	2,584	2,664	2,940	489	450	4,940	532	1,022	1,106	440	1,970	N	94	892
ZLR-MOC200/FG	67,000	Zio Matrix	1,900	3,572	2,720	356	393	5,440	505	925	1,007	376	2,010	N	100	1,524
ZLR-TII/BUD	84,000	Zio Matrix	2,650	2,871	2,580	336	429	4,020	612	1,061	980	480	3,467	N	107	644
ZLR-ZIO/MATRIX	125,000	Zio Matrix	2,675	3,122	3,122	514	504	5,370	571	1,368	1,424	472	3,014	N	116	793
ZLR-ARROW	97,000	Zio Matrix	2,477	2,954	2,880	412	478	3,930	648	1,135	1,220	488	3,265	N	130	965






INVENTORY: BOOSTER

Booster–Seven Parts

This important piece of machinery is useful in adding extra punch to moving forward, backward, or upward. Be selective when picking your boost, however, because more powerful boost units (such as the ZBT-Z1/ARTERE) are extremely energy-intensive. Instead, try the EBT-GR4300, which uses less energy but still allows for fast accelerated movement

Unfortunately, you may not equip boosters on ACs with larger leg types, such as tank or float units. But while you're checking out new items, check the two extension parts BEX-BD150 and BEX-BB210. These dive and back boosters, when fitted, allow you to move quickly downward or backward—an interesting choice for experienced pilots in the combat zone who want a little more maneuverability.



	EBT-GE						Notes: Cheapest; low output and energy use
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Emeraude	11,000 credits	204	27	9,800	4,350	
	EBT-GE2100						Notes: Advanced type; light and higher output
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Emeraude	13,500 credits	164	33	13,050	4,400	
	ZBT-H4/T						Notes: Balanced output and energy use
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Zio Matrix	75,000 credits	235	38	17,200	4,600	
	EBT-V55						Notes: High efficiency by careful energy use
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Emeraude	31,700 credits	150	30	14,100	3,870	
	ZBT-Z1/ARTERE						Notes: Powerful model with highest output
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Zio Matrix	44,000 credits	312	41	19,300	7,000	
	ZBT-GEX/3000						Notes: High power model with adjusted output
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Zio Matrix	62,800 credits	255	35	18,100	5,040	
	EBT-GR4300						Notes: Low energy use, but low output as well
	Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	
	Emeraude	52,700 credits	186	35	7,100	3,200	

BOOSTER PART COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Boost Power	Charge Drain	Boost Efficiency
EBT-GE	11,000	Emeraude	204	27	9,800	4,350	883
EBT-GE2100	13,500	Emeraude	164	33	13,050	4,400	873
ZBT-H4/T	75,000	Zio Matrix	235	38	17,200	4,600	835
EBT-V55	31,700	Emeraude	150	30	14,100	3,870	992
ZBT-Z1/ARTERE	44,000	Zio Matrix	312	41	19,300	7,000	548
ZBT-GEX/3000	62,800	Zio Matrix	255	35	18,100	5,040	762
EBT-GR4300	52,700	Emeraude	186	35	7,100	3,200	1,200

INVENTORY: FCS

Fire Control System (FCS)–10 Parts

The FCS, or fire control system, is your targeting computer. It searches the battlefield (in conjunction with your radar) for signs of enemy movement and locks onto the enemy so you can fire missiles. The tradeoff is speed over number of lock-ons. For example, the DOX-125 is fast at targeting units, but can manage only two at a time. Conversely, the DOX-PG2 manages 12 lock-ons, but with a very slow lock speed of 46.

Additionally, the different FCS models employ five types of targeting sights:



Standard: This large square box has an out-of-target border.



Sideway: The choice for targeting ground targets, but not jumping or airborne enemies.



Lengthway: The choice for targeting air and jumping targets, but not those moving swiftly from side to side.



Wide and Shallow: The huge target area allows you to target nearby enemies with confidence.



Narrow and Deep: This very small target window is designed for professional pilots who need quicker lock-on times.

	DOX-105								Notes: Standard single type; five locks maximum
	Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability:	
	Balena	11,000 credits	16	24	5	40	ST	210	
	DOX-125								Notes: Standard "multi" type; two locks maximum
	Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	
	Balena	22,800 credits	18	24	2	29	ST	224	
	DOX-PG2								Notes: Longer lock range; 12 locks maximum
	Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	
	Balena	16,600 credits	16	24	12	46	ST	196	
	LODD-8								Notes: Wide-area single type; two locks maximum
	Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	
	Emeraude	20,300 credits	8	12	2	33	WS	266	
	DOX-ALM								Notes: Wide-area "multi" type; four locks maximum
	Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	
	Balena	36,000 credits	10	16	4	33	WS	280	
	VERTEX-750/W								Notes: Vertical type; six locks maximum
	Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	
	Zio Matrix	47,800 credits	12	19	6	41	LW	238	

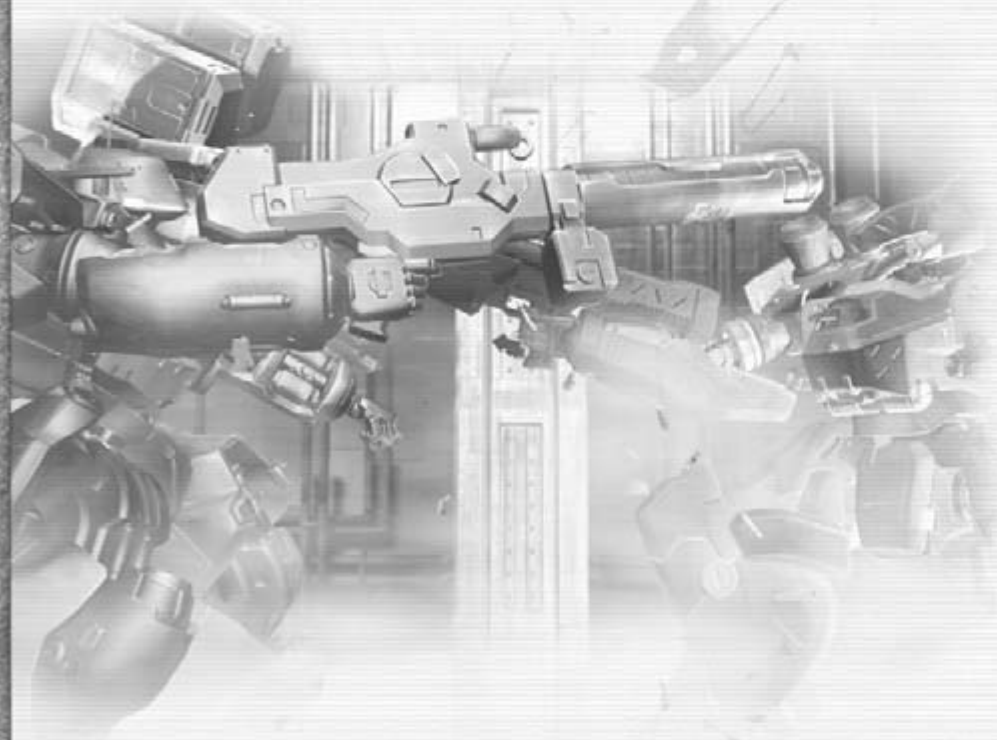
INVENTORY: FCS

Fire Control System (FCS) *continued...*

	LODD-BLAZER											
Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	Notes: Horizontal type; 12 locks maximum				
Emeraude	62,000 credits	18	38	12	40	SW	214					
	VERTEX-124/EE											
Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	Notes: Long range single type; eight locks maximum				
Zio Matrix	97,000 credits	27	55	8	26	ND	182					
	LODD-QHT											
Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	Notes: Wide-area "multi" type; 12 locks maximum				
Emeraude	110,000 credits	37	65	12	29	SW	188					
	DOX-ELENA											
Manufacturer	Price	Weight	Energy Drain	Maximum Lock	Lock Speed	Lock Type	Sight Ability	Notes: Longest lock range; two locks maximum				
Balena	92,000 credits	18	75	2	34	ND	126					

FIRE CONTROL SYSTEM COMPARISON TABLE









Name	Price	Manufacturer	Weight	Energy Drain	Maximum Lock	Lock Speed	Target	Lock Type	Sight Range	Sight Ability	Precision	Reticle Mobility
DOX-105	11,000	Balena	16	24	5	40	Single	Standard	360	210	8	65
DOX-125	22,800	Balena	18	24	2	29	Multi	Standard	338	224	8	52
DOX-PG2	16,600	Balena	16	24	12	46	Multi	Standard	550	196	6	50
LODD-8	20,300	Emeraude	8	12	2	33	Single	Wide and Shallow	287	266	6	30
DOX-ALM	36,000	Balena	10	16	4	33	Multi	Wide and Shallow	353	280	4	50
VERTEX-750/W	47,800	Zio Matrix	12	19	6	41	Single	Lengthway	481	238	6	62
LODD-BLAZER	62,000	Emeraude	18	38	12	40	Multi	Sideway	481	214	8	30
VERTEX-124/EE	97,000	Zio Matrix	27	55	8	26	Single	Narrow and Deep	720	182	4	60
LODD-QHT	110,000	Emeraude	37	65	12	29	Multi	Sideway	351	188	5	45
DOX-ELENA	92,000	Balena	18	75	2	34	Single	Narrow and Deep	1,125	126	8	42



INVENTORY: GENERATOR

Generator—Eight Parts

The energy source powering your AC unit, the generator is a vital piece of machinery. As with many other parts, the heavier the generator, the more power it makes—at the expense of speed and other items you may wish to equip. The GR-XR/SEED is a good all-around choice, but let your personal preference guide you here. Test all the generators and pick the one that redlines the slowest and cools the fastest with the rest of your AC.

	GPS-VA							Notes: <i>Most economical; lowest capacity</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Emeraude	20,500 credits	305	5,782	28,000	5,800	2,420	
	GPS-VN2							Notes: <i>Successor to the VA; higher capacity</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Emeraude	33,400 credits	360	5,782	43,000	4,000	3,884	
	GR-XR/15000							Notes: <i>Lightweight, high-capacity model</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Zio Matrix	23,700 credits	228	6,560	38,000	4,000	2,555	
	GR-XR/SEED							Notes: <i>Lightweight, high-output model</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Zio Matrix	28,000 credits	238	7,640	33,000	4,000	4,622	
	HOY-B999							Notes: <i>Well-balanced model</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Balena	48,000 credits	348	9,947	34,000	4,500	3,760	
	HOY-B1000							Notes: <i>High-output model; small redzone</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Balena	45,000 credits	398	11,740	42,000	2,200	3,500	
	GPS-BVX/10							Notes: <i>High level with stable performance</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Emeraude	57,000 credits	650	8,900	48,000	3,500	5,210	
	HOY-BV2500							Notes: <i>Very heavy, but powerful capacitor</i>
	Manufacturer	Price	Weight	Energy Output	Maximum Charge	Redzone	Calorific Value	
	Balena	38,000 credits	980	9,210	53,000	3,000	2,990	

GENERATOR PART COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Output	Maximum Charge	Redzone	Caloric Value
GPS-VA	20,500	Emeraude	305	5,782	28,000	5,800	2,420
GPS-VN2	33,400	Emeraude	360	5,782	43,000	4,000	3,884
GR-XR/15000	23,700	Zio Matrix	228	6,560	38,000	4,000	2,555
GR-XR/SEED	28,000	Zio Matrix	238	7,640	33,000	4,000	4,622
HOY-B999	48,000	Balena	348	9,947	34,000	4,500	3,760
HOY-B1000	45,000	Balena	398	11,740	42,000	2,200	3,500
GPS-BVX/10	57,000	Emeraude	650	8,900	48,000	3,500	5,210
HOY-BV2500	38,000	Balena	980	9,210	53,000	3,000	2,990

INVENTORY: RADIATOR

Radiator-Eight Parts

As with all the parts in this list, experiment with parts combinations to satisfy your own mech-building desires. That said, the RRX-COT-1550 (when available) has fantastic cooling and forced-cooling abilities.

Although it uses a lot of energy, it cools your mech quickly and effectively in the combat zone. Choose a radiator with high cooling and forced cooling that can meet your budget and your AC's energy consumption.

	RPS-MER/SA						Notes: Least expensive model
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Zio Matrix	18,700 credits	125	124	4,988	4,988		
	RRX-COT-1000						Notes: Popular version for normal use
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Balena	24,000 credits	267	135	6,700	4,988		
	RBG-CM6						Notes: Popular version for emergency use
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Emeraude	29,800 credits	153	201	6,672	5,976		
	RPS-MB/MKD						Notes: Revised SA; good for emergency use
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Zio Matrix	37,500 credits	376	329	6,980	9,260		
	RPS-MER/A3						Notes: Normal and emergency use; very pricey
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Zio Matrix	65,000 credits	325	354	8,218	8,700		
	RRX-COT-1550						Notes: High-quality—and high energy use
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Balena	56,000 credits	288	760	7,640	10,200		
	RRX-COT-GK10						Notes: High level with stable performance
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Balena	74,900 credits	482	442	9,877	9,848		
	RBG-CLX5000						Notes: Good quality; very heavy
Manufacturer	Price	Weight	Energy Drain	Cooling	Forced Cooling		
Emeraude	49,000 credits	775	525	11,866	11,214		

RADIATOR PART COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Cooling	Forced Cooling
RPS-MER/SA	18,700	Zio Matrix	125	124	4,988	4,988
RRX-COT-1000	24,000	Balena	267	135	6,700	4,988
RBG-CM6	29,800	Emeraude	153	201	6,672	5,976
RPS-MB/MKD	37,500	Zio Matrix	376	329	6,980	9,260
RPS-MER/A3	65,000	Zio Matrix	325	354	8,218	8,700
RRX-COT-1550	56,000	Balena	288	760	7,640	10,200
RRX-COT-GK10	74,900	Balena	482	442	9,877	9,848
RBG-CLX5000	49,000	Emeraude	775	525	11,866	11,214

INVENTORY: ARMS

Arms-23 Parts

The multitude of arms allows for infinite possibilities. Choose arms with guns (or two blades) instead of hands, or buy separate "humanoid" arms, then purchase separate left and right arm parts. Choose Type C arms only if you are sure you will not need (or if you tend not to use) a close-combat blade. For sheer firepower, nothing beats the EAW-DC10; there are more spectacular weapons, but few have been proven more valuable in combat.

For the single-player mission mode, the fast-firing ZAW-LC/NPM allows double shots that can down two planes at once. For simply gaining respect from your peers, choose ZAW-2/SAMURAI and rely on shoulder weapons for your long-range attacks.

With traditional arms, choose a part that grants a high number of armor points with minimal weight for fast-moving mechs (the ZAN-202/TEM is a good choice here). Or for lumbering behemoths, go for heavily armored (but not super-heavy) arms, such as the EAN-MWZ. Choosing type A or C arms is a time-consuming task that affects your in-game strategy, so take your time before you purchase.



Type A Arms (Standard)

	ZAN-414/SLA								Notes: High-energy defense; medium weight
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	23,800 credits	1,400	1,510	1,702	615	110	304	
	EAN-S0								Notes: Entry-level Emerald model
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	14,800 credits	1,056	881	1,630	625	80	284	
	EAN-CEX								Notes: Good value; easy to use
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	19,500 credits	1,238	1,396	1,684	691	100	303	
	ZAN-616/AUR								Notes: Stable, medium-weight Zio model
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	37,000 credits	1,347	1204	1,594	742	105	304	
	EAN-2112								Notes: High shell defense and high AP
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	24,200 credits	1,243	920	1,733	662	100	316	
	ZAN-202/TEM								Notes: Low weight; high AP and energy defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	21,200 credits	854	684	1,777	503	100	300	
	EAN-02-BG								Notes: Stable and popular Emerald model
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	57,000 credits	887	855	1,654	572	90	292	
	ZAN-303/S								Notes: Low defense; very light
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	36,500 credits	698	793	1,570	393	135	292	
	EAN-1111								Notes: Light; high defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	48,800 credits	906	932	1,490	620	90	308	
	ZAN-707/E								Notes: Heavy Zio model with great basics
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	44,000 credits	1,684	1,278	1,930	850	100	316	
	EAN-MWZ								Notes: Well-balanced and affordable
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	30,500 credits	1,527	1,100	1,870	757	96	300	

INVENTORY: ARMS

Type A Arms (Standard) *continued....*

	ZAN-004/B								Notes: Very heavy; high energy defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	62,600 credits	2,020	1,420	1,990	833	110	340	
	ZAN-AX/WISE								Notes: Great left arm weapon support
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Zio Matrix	34,700 credits	1,490	1,694	1,587	653	130	294	
	EAN-MHKS								Notes: Heavy weight, with high shell defense
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Defensive Point	Energy Supply	Movement Ability	
	Emeraude	57,000 credits	1,790	1,373	1,720	819	84	358	

Type B Arms (Close Combat)

	ZAW-2/SAMURAI								Notes: Dual blade for close battle
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Range Rating	Blade Efficiency	
	Zio Matrix	128,000 credits	1,418	86	1,399	1,480	7	158	

Type C Arms (Ranged Weapons)

	EAW-MG-03								Notes: Dual machine gun
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Emeraude	58,500 credits	1,530	85	1,182	270	300	Solid	
	EAW-BZD								Notes: Dual bazooka
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Emeraude	67,700 credits	1,325	109	1,550	1,611	40	Solid	
	EAW-DC10								Notes: Dual grenade-launching cannon
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Emeraude	127,800 credits	1,733	240	1,114	2,777	20	Solid	
	ZAW-XP/T9								Notes: Dual high-density plasma cannons
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Zio Matrix	82,100 credits	1,694	491	975	820	48	Energy	
	ZAW-SPLASH								Notes: Laser-cannon version of the slug gun
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Zio Matrix	76,400 credits	1,960	675	1,310	150	96	Energy	
	ZAW-LC/NPM								Notes: Fast dual-beam cannon
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Zio Matrix	94,000 credits	1,830	820	1,200	1,660	36	Energy	
	EAW-H801								Notes: Fires superheated missiles
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Emeraude	116,000 credits	1,920	420	1,176	1,350	48	Solid	
	EAW-S604								Notes: Rapid-fire missiles with a fast lock
	Manufacturer	Price	Weight	Energy Drain	Armor Point	Attack Power	Number of Ammo	Ammo Type	
	Emeraude	99,000 credits	1,275	377	1,310	780	80	Solid	

INVENTORY: ARMS

ARM TYPE A COMPARISON TABLE

Type A

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Def Shell	Def Energy	Extention TP	Energy Supply	Recoil Control	Accuracy	Cooling
ZAN-414/SLA	23,800	Zio Matrix	1,400	1,510	1,702	226	389	Y	110	280	6	112
EAN-S0	14,800	Emeraude	1,056	881	1,630	310	315	Y	80	256	7	299
EAN-CEX	19,500	Emeraude	1,238	1,396	1,684	340	351	Y	100	279	6	140
ZAN-616/AUR	37,000	Zio Matrix	1,347	1,204	1,594	368	374	Y	105	276	7	95
EAN-2112	24,200	Emeraude	1,243	920	1,733	402	260	Y	100	288	7	132
ZAN-202/TEM	21,200	Zio Matrix	854	684	1,777	210	293	Y	100	276	6	594
EAN-02-BG	57,000	Emeraude	887	855	1,654	294	278	Y	90	264	7	212
ZAN-303/S	36,500	Zio Matrix	698	793	1,570	192	201	Y	135	276	4	751
EAN-1111	48,800	Emeraude	906	932	1,490	312	308	Y	90	284	6	145
ZAN-707/E	44,000	Zio Matrix	1,684	1,278	1,930	448	402	Y	100	288	7	337
EAN-MWZ	30,500	Emeraude	1,527	1,100	1,870	383	374	Y	96	276	6	285
ZAN-004/B	62,600	Zio Matrix	2,020	1,420	1,990	315	518	Y	110	300	10	168
ZAN-AX/WISE	34,700	Zio Matrix	1,490	1,694	1,587	337	316	Y	130	282	3	194
EAN-MHKS	57,000	Emeraude	1,790	1,373	1,720	496	323	Y	84	330	7	456

ARM TYPE B COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Attack Power	Attack Heat	Range Rating	Usage Drain	Discharge Heat	Extention TP	Energy Supply	Recoil Control	Cooling
ZAW-2/SAMURAI	128,000	Zio Matrix	1,418	86	1,399	1,480	40	7	2,420	40	Y	100	276	44

ARM TYPE C COMPARISON TABLE

Name	Price	Manufacturer	Weight	Energy Drain	Armor Point	Weapon Lock	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat	Range	Maximum Lock	Reload Time	Usage Drain	Extention TP	Cooling
EAW-MG-03	58,500	Emeraude	1,530	85	1,182	Special	270	300	Solid	47	56	440	1	10	-	Y	244
EAW-BZD	67,700	Emeraude	1,325	109	1,550	Narrow and Deep	1,611	40	Solid	230	560	465	1	55	-	Y	117
EAW-DC10	127,800	Emeraude	1,733	240	1,114	Narrow and Deep	2,777	20	Solid	1,210	776	699	1	90	-	Y	42
ZAW-XP/T9	82,100	Zio Matrix	1,694	491	975	Wide and Shallow	820	48	Energy	-	32	680	1	24	3817	Y	298
ZAW-SPLASH	76,400	Zio Matrix	1,960	675	1,310	Narrow and Deep	150	96	Energy	-	10	350	1	28	2400	Y	401
ZAW-LC/NPM	94,000	Zio Matrix	1,830	820	1,200	Narrow and Deep	1,660	36	Energy	-	24	415	1	74	6400	Y	154
EAW-H801	116,000	Emeraude	1,920	420	1,176	Standard	1,350	48	Solid	830	500	450	1	46	-	Y	106
EAW-S604	99,000	Emeraude	1,275	377	1,310	Standard	780	80	Solid	140	145	450	4	41	-	Y	187

INVENTORY: EXTENSION

Extension-10 Parts

Although there are only 10 different extension parts to choose from, they come in four distinct types—boosters (covered in the booster section), relation missiles, antimissiles, and armor.

All extension parts are activated (and deactivated) by pressing (L3).

The BEX-BRM-04 relation missile is as good as these weapons get: Choose another missile, prime it, and you have more than double the missiles per lock-on (until the relation missiles run out).

Providing a little extra defense, and easier to employ than relation missile inside part systems, the remaining extension parts can automatically vaporize incoming ordnance. However, nothing beats launching missiles from every angle.

Type A Extension (Booster)

BEX-BB210								Notes: Accelerated boost that moves you quickly backward
Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	Reload Time		
Balena	17,900 credits	140	243	18,000	6,200	108		

BEX-BD150								Notes: Accelerated boost that moves you down quickly
Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	Reload Time		
Balena	14,500 credits	165	267	16,000	4,920	52		

BEX-BT180								Notes: Quick boost for rapid turns; hidden in Takeover Military Warehouse mission in the Old Gal area
Manufacturer	Price	Weight	Energy Drain	Boost Power	Charge Drain	Reload Time		
Balena	24,000 credits	154	258	15,000	5,400	87		

Type B Extension (Support Missile)

BEX-BRM-04									Notes: Fires support missiles; more ammunition
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Balena	130,000 credits	390	252	780	20	Solid	330		

BEX-BRM-02									Notes: Interlocks to fire support missiles
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Balena	65,000 credits	289	128	462	20	Solid	500		

Type C Extension (Antimissile)

EEZ-AM45									Notes: Detects and homes in on enemy missiles
Manufacturer	Price	Weight	Energy Drain	Number of Ammo	Ammo Type	Range	VS MG Ability		
Emeraude	27,700 credits	174	130	40	Solid	200	48		

ZEX-RS/Hound									Notes: High-quality missile interceptor
Manufacturer	Price	Weight	Energy Drain	Number of Ammo	Ammo Type	Range	VS MG Ability		
Zio Matrix	40,900 credits	231	181	40	Solid	230	62		

BEX-BAMS-287									Notes: Multi-missile interceptor
Manufacturer	Price	Weight	Energy Drain	Number of Ammo	Ammo Type	Range	VS MG Ability		
Balena	57,000 credits	285	117	50	Solid	250	70		

ZEX-AL/REX									Notes: Laser-based missile interceptor
Manufacturer	Price	Weight	Energy Drain	Number of Ammo	Ammo Type	Range	VS MG Ability		
Zio Matrix	34,000 credits	270	148	40	Energy	100	38		

Type D Extension (Armor)

BEX-AA00									Notes: Additional armor for improved defense; available upon completion of all normal missions
Manufacturer	Price	Weight	Energy Drain	Add Defense Point	Type	Def Shell	Def Energy:		
Balena	49,000 credits	132	4	132	Additional Armor	102	30		

INVENTORY: EXTENSION



EXTENSION TYPE A COMPARISON TABLE

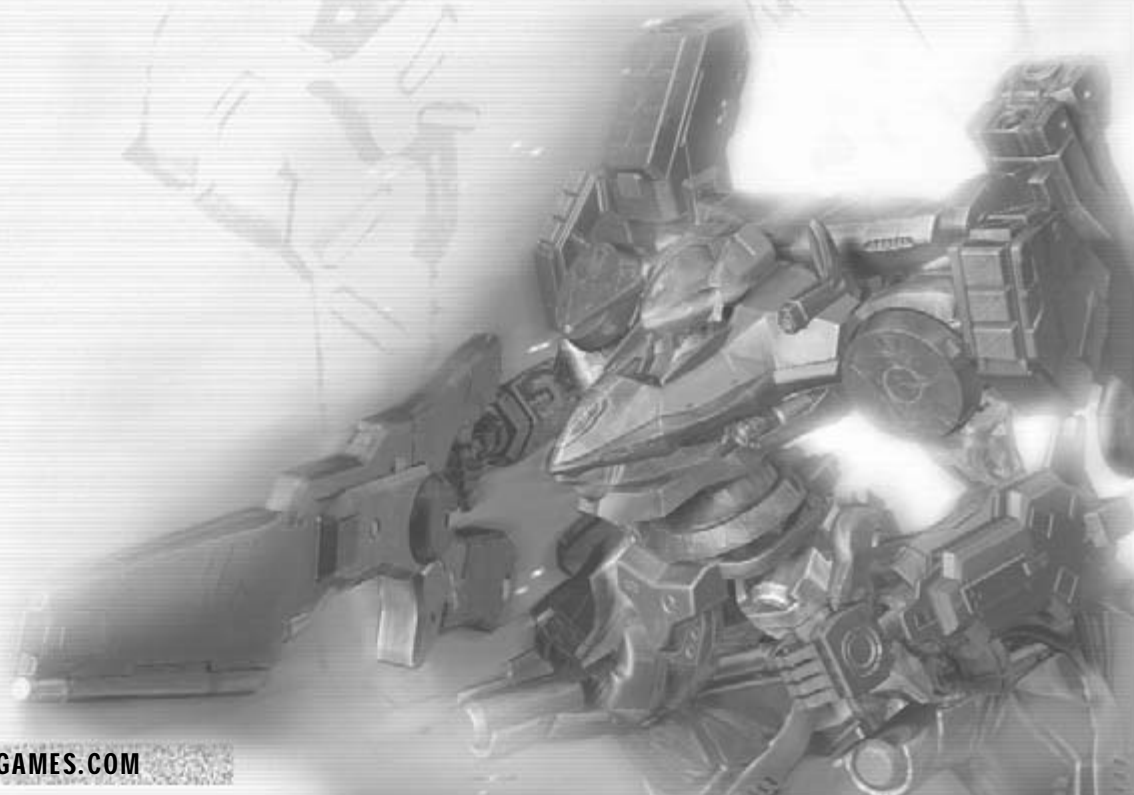
Name	Price	Manufacturer	Type	Weight	Energy Drain	Boost Power	Charge Drain
BEX-BB210	17,900	Balena	Back Booster	140	243	18,000	6,200
BEX-BD150	14,500	Balena	Dive Booster	165	267	16,000	4,920
BEX-BT180	24,000	Balena	Turn Booster	154	258	15,000	5,400

EXTENSION TYPE B COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat	Range	Usage Drain	Maximum Launch	Reload Time	Recoil
BEX-BRM-04	130,000	Balena	Relation Missile	390	252	780	20	Solid	628	50	330	-	4	60	-
BEX-BRM-02	65,000	Balena	Relation Missile	289	128	462	20	Solid	448	24	500	-	2	60	-

EXTENSION TYPE C COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat	Range	VSMG Ability	Usage Drain	Reload Time	Recoil
EEX-AM45	27,700	Emeraude	Antimissile	174	130	40	Solid	102	60	200	48	-	5	-
ZEX-RS/HOUND	40,900	Zio Matrix	Antimissile	231	181	40	Solid	136	60	230	62	-	5	-
BEX-BAMS-287	57,000	Balena	Antimissile	285	117	50	Solid	160	60	250	70	-	5	-
ZEX-AL/REX	34,000	Zio Matrix	Antimissile	270	148	40	Energy	-	0	100	38	2,200	5	-



INVENTORY: BACK UNIT

Back Unit-42 Parts

The two clamping positions on the back of your Armored Core are where you'll store the largest variety of exotic weapons, radar, and even ammunition replenishing magazines. Choose from five types of back units; some take up both back places on your mech. If you wish to use certain missiles, or need radar, check your AC head's radar capabilities before fitting the larger and more cumbersome parts.















Note that some AC leg types (such as bipedal and float) allow you to fire non-missile back weapons (such as rockets, cannons, and some launchers) only from a stationary position. This leaves you exposed in the combat zone; you need Human Plus (or four-legged) parts to make full use of non-missile weapons.

An excellent radar is the BRS-B-OSPREY. The EWM-S612 is an excellent and light missile launcher. As large rockets go, the EWR-L24 is great for those with aiming skill. The low-cost EWC-XP0808 is a staple in the single-player missions. Finally, any double-mounted missile systems are well worth experimenting with, especially for those players who value guts over glory.


Type A Back Unit (Single Mounted Weapon)


	EWM-S602								Notes: Fires up to two small missiles at once
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	18,500 credits	245	245	780	24	Solid	450		
	EWM-S608								Notes: Fires up to eight small missiles at once
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	34,000 credits	337	320	780	48	Solid	450		
	EWM-S612								Notes: Small missile with more locks and ammunition
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	58,800 credits	543	549	780	60	Solid	450		
	ZWM-M24/1MU								Notes: Fires missiles with multiple warheads
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	69,000 credits	710	353	980	14	Solid	600		
	EWM-M444								Notes: Fires missiles that travel straight up, then down
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	76,000 credits	655	290	1,060	24	Solid	450		
	EWM-M03								Notes: Fires up to three missiles at once; available upon completion of Old Zam area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	44,000 credits	494	324	1,350	24	Solid	500		
	ZWM-M55/6								Notes: Fires up to six missiles at once; available upon completion of Balboa City area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	53,000 credits	741	203	1,350	36	Solid	500		
	ZWM-M24/1MI								Notes: Fires four missiles at once per lock
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	87,300 credits	620	285	1,110	24	Solid	400		
	ZWM-LD2/1DA								Notes: Fires two missiles at once per lock
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	43,500 credits	715	313	830	36	Solid	450		
	EWM-FIN-B00								Notes: Large, powerful missile with low ammunition
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	196,500 credits	1,700	634	6,800	4	Solid	290		
	EWM-NAP-02								Notes: Fires missiles that ignite on impact; obtained after defeating 50 opponents in the Probe Balena's Defenses mission in the Colnart Bay City area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	64,000 credits	420	285	150	20	Solid	450		

INVENTORY: BACK UNIT


	ZWM-GT/00								Notes: Launches a low-trajectory missile; available after destroying all enemies in the Destroy Security Detail mission in Rapture area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	64,000 credits	600	422	780	14	Solid	450		
	ZWR-S/60								Notes: Small rockets with lots of ammunition
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	22,200 credits	305	8	1,050	40	Solid	770		
	EWR-M60								Notes: Fires three small rockets at once
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	46,000 credits	625	15	840	60	Solid	900		
	ZWR-M30								Notes: Carries 30 rockets; hidden in the Attack the Airbase mission in Horwick Mountains area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	39,000 credits	390	12	1,500	30	Solid	800		
	EWR-M40								Notes: Carries 40 rockets; available upon completion of Neo Isaac area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	48,000 credits	568	18	1,500	40	Solid	800		
	EWR-L24								Notes: Fires large, powerful rockets
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	27,800 credits	830	12	3,100	24	Solid	885		
	ZWR-R/Octopus								Notes: ECM rockets for jamming enemy FCS
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	54,000 credits	790	41	210	30	Solid	775		
	EWC-CNG4000								Notes: Chain gun fires high-speed bullets
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	38,500 credits	980	11	210	300	Solid	500		
	ZWC-CN/500								Notes: Lightweight chain gun with limited ammo; available upon completion of Burroughs Hill area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	46,000 credits	540	20	165	220	Solid	470		
	ZWC-LQ/2552								Notes: High-output laser cannon
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	78,500 credits	885	405	1,770	35	Energy	750		
	EWC-GN44-AC								Notes: Fires grenades; large explosions
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	86,200 credits	1,033	8	3,550	15	Solid	880		
	EWC-GN-81								Notes: Light grenade launcher with limited ammo; available upon completion of Arkot Ocean area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Emeraude	97,000 credits	864	6	3,200	10	Solid	780		
	ZWC-IR/Flux								Notes: Slow but powerful plasma weapon
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	114,200 credits	988	804	2,805	20	Energy	478		
	ZWC-LNT/250								Notes: Slug gun fires a spread of shots
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	58,000 credits	1,310	6	201	32	Solid	750		


INVENTORY: BACK UNIT


	EWC-XP0808								Notes: Quick-firing ion-pulse cannon
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	82,200 credits	812	618	1,050	55	Energy	600	

	ZWC-XP02/QL								Notes: Quick-fire pulse cannon with limited ammo; available upon completion of Folk City area
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	105,000 credits	574	495	780	75	Energy	600	

Type B Back Unit (Magazine)


	EM-AAT110				Notes: Adds 10 percent extra ammunition for all weapons
	Manufacturer	Price	Weight	Energy Drain	
	Emeraude	84,000 credits	570	10	


	EM-SD120				Notes: Adds 20 percent ammunition for all shell weapons
	Manufacturer	Price	Weight	Energy Drain	
	Emeraude	67,000 credits	544	0	

	EXM-DD02				Notes: Adds 60 percent extra ammo for all weapons; available upon completion of Old Avalon area
	Manufacturer	Price	Weight	Energy Drain	
	Emeraude	100,000 credits	1,408	17	

Type C Back Unit (Radar)

	ZRS-554/BW						Notes: Lightweight shoulder radar
	Manufacturer	Price	Weight	Energy Drain	Sensor Ability	Radar Ability	
	Zio Matrix	12,100 credits	188	199	120	399	

	ERM-TE3000						Notes: Affordable radar; missile display
	Manufacturer	Price	Weight	Energy Drain	Sensor Ability	Radar Ability	
	Emeraude	16,900 credits	175	247	120	535	







	ZRL-774/WH						Notes: Radar equipped with a bio sensor
	Manufacturer	Price	Weight	Energy Drain	Sensor Ability	Radar Ability	
	Zio Matrix	21,000 credits	223	393	120	663	

	BRLT-B10000						Notes: Multifunction with various sensors
	Manufacturer	Price	Weight	Energy Drain	Sensor Ability	Radar Ability	
	Balena	28,000 credits	254	456	210	756	

	BRS-B-OSPREY						Notes: High-end model with wide-range radar
	Manufacturer	Price	Weight	Energy Drain	Sensor Ability	Radar Ability	
	Balena	34,000 credits	300	542	300	986	

INVENTORY: BACK UNIT

Type D Back Unit (Double Mounted Weapon)

	EWX-BAL4								Notes: <i>Fires two multiple-warhead missiles</i>
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	122,000 credits	1,430	320	880	24	Solid	550	
	EWX-VLS241								Notes: <i>Fires two vertical missiles at once</i>
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	94,500 credits	1,180	606	880	16	Solid	450	
	ZWX-IV/PURSUIT								Notes: <i>Fires a pod that attacks with missiles</i>
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	155,000 credits	1,550	345	680	4	Solid	600	
	ZWX-F04/ORBIT								Notes: <i>Fires units that attack on their own</i>
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	138,000 credits	1,317	1,020	145	18	Energy	500	
	EWX-GCN77-4								Notes: <i>Dual shoulder-mounted Gatling gun</i>
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	77,700 credits	1,556	65	240	140	Solid	450	
	ZWX-E90/MAC								Notes: <i>High-caliber dual plasma cannon</i>
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	90,000 credits	1,630	965	4,450	20	Energy	800	

Type E Back Unit (Stealth)

	ZXR-S/Stealth				Notes: <i>Jams enemy radar</i>
	Manufacturer	Price	Weight	Energy Drain	
	Zio Matrix	71,000 credits	1,413	999	



INVENTORY: BACK UNIT

BACK UNIT TYPE A COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
EWM-S602	18,500	Emeraude	Small Missile	245	245	Standard	780	24	Solid	140	145	450	2	-	56	-
EWM-S608	34,000	Emeraude	Small Missile	337	320	Standard	780	48	Solid	140	145	450	8	-	62	-
EWM-S612	58,800	Emeraude	Small Missile	543	549	Standard	780	60	Solid	140	145	450	12	-	48	-
ZWM-M24/1MU	69,000	Zio Matrix	Multi Missile	710	353	Standard	980	14	Solid	1,125	310	600	1	-	56	-
EWM-M444	76,000	Emeraude	Vertical Missile	655	290	Standard	1,060	24	Solid	415	250	450	4	-	57	-
EWM-M03	44,000	Emeraude	Middle Missile	454	324	Standard	1,350	24	Solid	690	186	500	3	-	60	-
ZWM-M55/6	53,000	Zio Matrix	Middle Missile	741	203	Standard	1,350	36	Solid	705	186	500	6	-	64	-
ZWM-M24/1MI	87,300	Zio Matrix	Middle Missile	620	285	Standard	1,110	24	Solid	364	268	400	1	-	62	-
ZWM-LD2/1DA	43,500	Zio Matrix	Dual Missile	715	313	Standard	830	36	Solid	130	180	450	1	-	44	-
EWM-FIN-B00	196,500	Emeraude	Large Missile	1,700	634	Standard	6,800	4	Solid	9,500	1,730	290	1	-	255	-
EWM-NAP-02	64,000	Emeraude	Napalm Missile	420	285	Standard	150	20	Solid	540	672	450	2	-	64	-
ZWM-GT/00	64,000	Zio Matrix	Ground Torpedo	600	422	Standard	780	14	Solid	450	145	450	1	-	60	-
ZWR-S/60	22,200	Zio Matrix	Small Rocket	305	8	Narrow and Deep	1,050	40	Solid	98	230	770	0	-	36	-
EWR-M60	46,000	Emeraude	Triple Rocket	625	15	Narrow and Deep	840	60	Solid	100	132	900	0	-	48	-
ZWR-M30	39,000	Zio Matrix	Middle Rocket	390	12	Narrow and Deep	1,500	30	Solid	370	350	800	0	-	42	-
EWR-M40	48,000	Emeraude	Middle Rocket	568	18	Narrow and Deep	1,500	40	Solid	500	350	800	0	-	46	-
EWR-L24	27,800	Emeraude	Large Rocket	830	12	Narrow and Deep	3,100	24	Solid	342	635	885	0	-	48	-
ZWR-R/OCTOPUS	54,000	Zio Matrix	ECM Rocket	790	41	Narrow and Deep	210	30	Solid	720	8	775	0	-	60	-
EWG-CNG4000	38,500	Emeraude	Chain Gun	980	11	Special	210	300	Solid	55	50	500	1	-	6	-
ZWC-CN/500	46,000	Zio Matrix	Chain Gun	540	20	Special	165	220	Solid	60	78	470	1	-	3	-
ZWC-LQ/2552	78,500	Zio Matrix	Laser Cannon	885	405	Narrow and Deep	1,770	35	Energy	-	260	750	1	8,300	60	20
EWG-GN44-AC	86,200	Emeraude	Grenade Launcher	1,033	8	Narrow and Deep	3,550	15	Solid	950	1,220	880	1	-	95	42
EWG-GN-81	97,000	Emeraude	Grenade Launcher	864	6	Narrow and Deep	3,200	10	Solid	600	950	780	1	-	80	40
ZWC-IR/FLUX	114,200	Zio Matrix	Plasma Cannon	988	804	Narrow and Deep	2,805	20	Energy	-	143	478	1	4,900	120	32
ZWC-LNT/250	58,000	Zio Matrix	Slug Gun	1,310	6	Special	201	32	Solid	160	60	750	1	-	143	24
EWG-XP0808	82,200	Emeraude	Pulse Cannon	812	618	Narrow and Deep	1,050	55	Energy	-	12	600	1	5,100	26	14
ZWC-XP02/QL	105,000	Zio Matrix	Pulse Cannon	574	495	Narrow and Deep	780	75	Energy	-	8	600	1	3,500	18	10

BACK UNIT TYPE B COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Function Add Ammo
EM-AAT110	84,000	Emeraude	General Magazine	570	10	10
EM-SD120	67,000	Emeraude	Solid Magazine	544	0	20
EXM-DD02	100,000	Emeraude	General Magazine	1,408	17	60

BACK UNIT TYPE C COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Noise Canceller	Bio Sensor	Radar Range	Radar Type	Stealth Sensor
ZRS-554/BW	12,100	Zio Matrix	Radar	188	199	None	Provided	470	Circle	None
ERM-TE3000	16,900	Emeraude	Radar	175	247	None	None	630	Standard	None
ZRL-774/WH	21,000	Zio Matrix	Radar	223	393	None	Provided	780	Octagon	None
BRIT-B10000	28,000	Balena	Radar	254	456	None	Provided	890	Octagon	Provided
BRS-B-OSPREY	34,000	Balena	Radar	300	542	Provided	Provided	1,160	Circle	Provided

BACK UNIT TYPE D COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
EWX-BAL4	122,000	Emeraude	Multi Missile	1,430	320	Standard	880	24	Solid	825	380	550	1	-	47	-
EWX-VLS241	94,500	Emeraude	Vertical Missile	1,180	606	Standard	880	16	Solid	920	280	450	1	-	66	-
ZWX-IV/PURSUIT	155,000	Zio Matrix	Pursuit Missile	1,550	345	Standard	680	4	Solid	1,620	40	600	0	-	200	-
ZHX-F04/ORBIT	138,000	Zio Matrix	Orbit Cannon	1,317	1,020	Special	145	18	Energy	-	12	500	3	1,300	240	-
EWX-GCN77-4	77,700	Emeraude	Chain Gun	1,556	65	Special	240	140	Solid	70	53	450	1	-	8	16
ZWX-E90/MAC	90,000	Zio Matrix	Plasma Cannon	1,630	965	Narrow and Deep	4,450	20	Energy	-	58	800	1	6,900	124	36

BACK UNIT TYPE E COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Function Electronic
ZXR-S/Stealth	71,000	Zio Matrix	Stealth	1,413	999	999

INVENTORY: ARM UNIT














Arm Unit R-29 Parts

All 29 parts available to fit onto your right arm fire a projectile. These vary, and choosing the perfect complement to your back weapons and mech is challenging.

















For the missions themselves, cost renders energy weapons (with no ammunition expenditure) the most practical options. The ZWG-MG/ENE is an exceptional machine gun and worth adding to your armory. Of course, the KARASAWA-MK2 laser rifle is the most famous—and certainly the fastest and most powerful—hand weapon in the game, and a true testament to Zio Matrix engineering.

Those with weighty back units should consider the ZWG-AR/K machine gun, great for backup fire. Also, you must experience the blast of an EWG-GSH8 at least once. Finally, if you are skilled in close combat, fry enemy circuits using the EWG-FTG500.



	ZWG-RF/37								Notes: Standard rifle
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	11,100 credits	405	6	203	200	Solid	467	
	EWG-RF-M15								Notes: Good damage and range, but limited ammunition
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	28,500 credits	325	10	277	170	Solid	600	
	EWG-RF-M35								Notes: Balanced, with high compatibility
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	47,300 credits	520	8	245	220	Solid	520	
	EWG-RF-10LB								Notes: Rapid fire rifle with limited ammo; available upon completion of Old Gal area
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	39,900 credits	498	14	350	120	Solid	480	
	ZWG-SRF/8								Notes: Long-range sniper rifle
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	41,000 credits	610	4	551	80	Solid	1,000	
	ZWG-S/NIGHT								Notes: Energy sniper rifle
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	74,000 credits	428	146	1,228	20	Energy	770	
	EWG-SRF-9								Notes: High single-hit damage, for a rifle
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	56,000 credits	505	6	628	60	Solid	910	
	EWG-MGA2								Notes: Machine gun with high offensive power
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	38,900 credits	626	4	105	450	Solid	315	
	ZWG-AR/K								Notes: Extremely rapid-firing machine gun
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	51,100 credits	400	70	91	300	Solid	300	
	EWG-MGSAW								Notes: Machine gun with increased ammunition
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	44,500 credits	590	4	65	1,000	Solid	350	
	EWG-HG-S1								Notes: Handgun for battle support
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	17,000 credits	198	36	175	100	Solid	280	
	EWG-HG-ART								Notes: Modified handgun for more power
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Emeraude	31,000 credits	146	52	193	75	Solid	248	
	ZWG-HG/111								Notes: Well-balanced and easy to use
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range	
	Zio Matrix	36,000 credits	240	64	270	100	Solid	315	

INVENTORY: ARM UNIT

	EWG-BZ-B1100								Notes: High damage, but easily avoided
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	43,300 credits	1,180	72	1,430	40	Solid	470		
	ZWG-BZ/S55								Notes: High attack power and weight
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	50,000 credits	1,010	38	2,040	30	Solid	435		
	ZWG-BZ/HYDRA								Notes: Bazooka firing a spread burst
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	81,000 credits	1,230	36	560	24	Solid	400		
	EWG-GS970								Notes: Wide-range shotgun
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	32,000 credits	680	37	142	48	Solid	405		
	EWG-GSH8								Notes: Reinforced shotgun with limited ammunition
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	73,000 credits	533	54	188	36	Solid	380		
	EWG-XP1500								Notes: Lightweight and fast energy weapon
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	45,000 credits	125	256	248	120	Energy	395		
	ZWG-XP400								Notes: Quick and moderately powerful weapon
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	68,000 credits	159	288	313	150	Energy	480		
	EWG-XC213								Notes: Highly efficient laser rifle; available upon completion of Colnart Bay City area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	59,000 credits	542	394	475	110	Energy	520		
	ZWG-XC/01								Notes: Lightweight, powerful laser rifle; hidden in the New Part Acquisition mission in the Folk City area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	78,000 credits	469	586	600	65	Energy	400		
	KARASAWA-MK2								Notes: Successor to a famous weapon
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	99,000 credits	1,120	442	1,580	50	Energy	500		
	ZWG-MG/ENE								Notes: Very fast continuous-fire energy gun
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	77,200 credits	950	160	122	300	Energy	340		
	ZWG-HC-IR/K99								Notes: High power and energy use
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Zio Matrix	120,000 credits	777	604	2,515	12	Energy	620		
	EWG-HC-GN210								Notes: Highly damaging arm-mounted weapon
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	85,500 credits	1,062	44	3,200	10	Solid	825		
	EWG-HC-RAW								Notes: Hand rocket; slow but powerful
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	45,000 credits	990	27	1,445	36	Solid	900		
	EWG-FTG500								Notes: Greatly increases enemy heat levels
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	68,500 credits	1,250	9	235	800	Solid	96		
	EWG-HM-04								Notes: Arm mounted missile launcher; available upon completion of Eyelet City area
Manufacturer	Price	Weight	Energy Drain	Attack Power	Number of Ammo	Ammo Type	Range		
Eraude	70,000 credits	880	33	780	60	Solid	600		

INVENTORY: ARM UNIT

ARM UNIT R COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Weapon Lock	Attack Power	Number of Ammo	Ammo Type	Ammo Price	Ammo Heat	Range	Maximum Lock	Usage Drain	Reload Time	Recoil
ZWG-RF/37	11,100	Zio Matrix	Rifle	405	6	Wide and Shallow	203	200	Solid	20	91	467	1	-	30	-
EWG-RF-M15	28,500	Emeraude	Rifle	325	10	Wide and Shallow	277	170	Solid	50	138	600	1	-	26	-
EWG-RF-M35	47,300	Emeraude	Rifle	520	8	Special	245	220	Solid	45	112	520	1	-	33	-
EWG-RF-10LB	39,900	Emeraude	Rifle	498	14	Wide and Shallow	350	120	Solid	60	44	480	1	-	23	-
ZWG-SRF/8	41,000	Zio Matrix	Sniper Rifle	610	4	Special	551	80	Solid	90	93	1,000	1	-	44	-
ZWG-S/NIGHT	74,000	Zio Matrix	Sniper Rifle	428	146	Special	1,228	20	Energy	-	31	770	1	1,680	65	-
EWG-SRF-9	56,000	Emeraude	Sniper Rifle	505	6	Special	628	60	Solid	100	132	910	1	-	52	-
EWG-MGA2	38,900	Emeraude	Machine Gun	626	4	Special	105	450	Solid	18	28	315	1	-	5	-
ZWG-AR/K	51,100	Zio Matrix	Machine Gun	400	70	Special	91	300	Solid	15	26	300	1	-	3	-
EWG-MGSAW	44,500	Emeraude	Machine Gun	590	4	Wide and Shallow	65	1,000	Solid	10	32	350	1	-	5	-
EWG-HG-S1	17,000	Emeraude	Handgun	198	36	Wide and Shallow	175	100	Solid	66	132	280	1	-	20	-
EWG-HG-ART	31,000	Emeraude	Handgun	146	52	Wide and Shallow	193	75	Solid	85	255	248	1	-	25	-
ZWG-HG/111	36,000	Zio Matrix	Handgun	240	64	Wide and Shallow	270	100	Solid	74	190	315	1	-	22	-
EWG-BZ-B1100	43,300	Emeraude	Bazooka	1,180	72	Special	1,430	40	Solid	164	574	470	1	-	65	-
ZWG-BZ/S55	50,000	Zio Matrix	Bazooka	1,010	38	Narrow and Deep	2,040	30	Solid	185	673	435	1	-	75	-
ZWG-BZ/HYDRA	81,000	Zio Matrix	Spread Bazooka	1,230	36	Special	560	24	Solid	370	108	400	1	-	58	-
EWG-GS970	32,000	Emeraude	Shotgun	680	37	Standard	142	48	Solid	118	25	405	1	-	48	-
EWG-GSH8	73,000	Emeraude	Shotgun	533	54	Standard	188	36	Solid	142	36	380	1	-	55	-
EWG-XP1500	45,000	Emeraude	Pulse Rifle	125	256	Special	248	120	Energy	-	26	395	1	1,150	22	-
ZWG-XP/400	68,000	Zio Matrix	Pulse Rifle	159	288	Special	313	150	Energy	-	20	480	1	1,500	32	-
EWG-XC213	59,000	Emeraude	Laser Rifle	542	394	Special	475	110	Energy	-	24	520	1	2,000	36	-
ZWG-XC/01	78,000	Zio Matrix	Laser Rifle	469	486	Special	600	65	Energy	-	16	400	1	3,200	50	-
KARASAWA-MK2	99,000	Zio Matrix	Laser Rifle	1,120	442	Special	1,580	50	Energy	-	42	500	1	3,280	53	-
ZWG-MG/ENE	77,200	Zio Matrix	Energy Machine Gun	950	160	Special	122	300	Energy	-	8	340	1	680	5	-
ZWG-HC-IR/K99	120,000	Zio Matrix	Plasma Rifle	777	604	Special	2,515	12	Energy	-	50	620	1	9,900	92	-
EWG-HC-GN210	85,500	Emeraude	Grenade Rifle	1,062	44	Special	3,200	10	Solid	820	950	825	1	-	120	-
EWG-HC-RAW	45,000	Emeraude	Hand Rocket	990	27	Narrow and Deep	1,445	36	Solid	140	288	900	0	-	32	-
EWG-FTG500	68,500	Emeraude	Flamethrower	1,250	9	Standard	235	800	Solid	10	167	96	0	-	3	-
EWG-HM-04	70,000	Emeraude	Hand Missile	880	33	Standard	780	60	Solid	100	100	600	4	-	56	-









INVENTORY: ARM UNIT

Arm Unit L-10 Parts





Play an offensive or defensive game by choosing from two types of left arm units, either a bladed weapon or a shield. Although some Ravens prefer to shield themselves from attacks, consider opting for a one-on-one confrontation. The reason is simple: Shields use energy—energy you are expending to defend against an attack rather than launch one. At times you will accidentally slash at a door switch instead of opening it (both commands use ●), but charred door-opening devices are a small price to pay to use devastating close-assault weapons.

Two-bladed weapons—the ZLS-400/SL and the LS-Moonlight—stand out as exceptional pieces of craftsman-ship. Although the damage caused by the LS-Moonlight is awesome, the ZLS-400/SL hits over a wider area. Of course, pilots with Human Plus enhancements can throw these blades, as well, making them even deadlier in the combat zone.

Type A Arm Unit L-Blade

	ELS-2772							Notes: Least expensive energy blade
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Usage Drain	Range Rating	
	Emeralde	11,000 credits	122	26	748	2,050	9	
	ELS-3443							Notes: High damage with low energy use
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Usage Drain	Range Rating	
	Emeralde	30,000 credits	180	42	950	1,500	7	
	ZLS-400/SL							Notes: Special blade fires energy waves
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Usage Drain	Range Rating	
	Zio Matrix	68,000 credits	233	66	1,420	4,230	0	
	ZLS-T/100							Notes: High attack power
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Usage Drain	Range Rating	
	Zio Matrix	38,200 credits	204	41	1,220	2,560	6	
	ELS-7880							Notes: Short-range, high-damage blade
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Usage Drain	Range Rating	
	Emeralde	46,000 credits	386	79	2,250	3,640	3	
	LS-Moonlight							Notes: Compressed energy for amazing power
	Manufacturer	Price	Weight	Energy Drain	Attack Power	Usage Drain	Range Rating	
	Balena	57,700 credits	612	95	2,070	2,100	7	

Type B Arm Unit L (Shield)

	EES-255S							Notes: An energy shield that lowers damage
	Manufacturer	Price	Weight	Energy Drain	Shield Defense	Usage Drain	Shield Coverage	
	Emeralde	13,800 credits	123	18	418	1,720	73	
	EES-777LAR							Notes: Shield with high heat defense
	Manufacturer	Price	Weight	Energy Drain	Shield Defense	Usage Drain	Shield Coverage	
	Emeralde	34,800 credits	172	45	606	2,100	73	
	ZES-500/SU							Notes: High defense and high energy consumption
	Manufacturer	Price	Weight	Energy Drain	Shield Defense	Usage Drain	Shield Coverage	
	Zio Matrix	45,360 credits	224	126	695	2,450	89	
	ZES-99/Mirror							Notes: Best defense of any energy shield
	Manufacturer	Price	Weight	Energy Drain	Shield Defense	Usage Drain	Shield Coverage	
	Zio Matrix	54,000 credits	330	78	905	2,280	78	

INVENTORY: ARM UNIT, OPTIONAL

ARM PART L TYPE A COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Usage Drain	Attack Power	Attack Heat	Discharge Heat	Range Rating	Blade Efficiency
ELS-2772	11,000	Emeraude	Laser Blade	122	26	2,050	748	5	8	9	187
ELS-3443	30,000	Emeraude	Laser Blade	180	42	1,500	950	36	3	7	256
ZLS-400/SL	68,000	Zio Matrix	Laser Blade	233	66	4,230	1,420	240	8	0	90
ZLS-T/100	38,200	Zio Matrix	Laser Blade	204	41	2,560	1,220	16	6	6	150
ELS-7880	46,000	Emeraude	Laser Blade	386	79	3,640	2,250	122	10	3	105
LS/Moonlight	57,700	Balena	Laser Blade	612	95	2,100	2,070	25	6	7	182

ARM PART L TYPE B COMPARISON TABLE

Name	Price	Manufacturer	Type	Weight	Energy Drain	Usage Drain	Discharge Heat	Shield Def Shell	Shield Def Energy	Shield Coverage	Shield Efficiency
EES-255S	13,800	Emeraude	Energy Shield	123	18	1,720	8	206	212	73	223
EES-777LAR	34,800	Emeraude	Energy Shield	172	45	21,000	6	322	284	73	182
ZES-500/SU	45,360	Zio Matrix	Energy Shield	224	126	2,450	8	333	362	89	156
ZES-99/MIRROR	54,000	Zio Matrix	Energy Shield	330	78	2,280	10	428	477	78	168

Optional-16 Parts

Because they offer exceptional performance and minimal weight, be sure to fit optional parts to your AC unit at the earliest opportunity. They all sport features that improve your mech, but the SP-CIR-K, which allows you to turn your AC at a faster pace, stands out.

If you rely on energy weapons, affix the SP-BE++, SP-ENE-ACC, and the SP-E/Saver to your unit. These three parts, coupled with Human Plus enhancements, create an unstoppable and energy-efficient mech!












Be sure you fit the SP-M/Auto only when you have a clear line of sight toward your enemies. Otherwise, this part auto fires missile salvos anytime lock-on occurs—even if you are behind cover and cannot see your foe

	SP-S/SCR	Price 24,200 credits	Slots Required 2	Notes: Decreases shell damage
	SP-ENE-SCR	Price 26,000 credits	Slots Required 1	Notes: Decreases energy weapon damage
	SP-BCNDR	Price 32,900 credits	Slots Required 4	Notes: Expands capacitor on generator
	SP-BSI-LE	Price 19,600 credits	Slots Required 2	Notes: Reduces impact shock
	SP-SAB/J	Price 18,800 credits	Slots Required 1	Notes: Reduces cannon "recoil" or backfire

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INVENTORY: OPTIONAL



	SP-CIR-K	Price 41,000 credits	Slots Required 5	Notes: Increases turning speed
	SP-BE++	Price 58,000	Slots Required 6	Notes: Increases energy weapon power
	SP-BMALAD	Price 9,800 credits	Slots Required 1	Notes: Adds missile display to radar
	SP-BFS/LOSP	Price 38,500 credits	Slots Required 2	Notes: Reduces lock-on time
	SP-ENE-ACC	Price 45,000 credits	Slots Required 1	Notes: Speeds up energy weapon fire
	SP-E/SAVER	Price 45,000 credits	Slots Required 5	Notes: Reduces energy consumption from firing
	SP-ECM-JAM	Price 84,000 credits	Slots Required 5	Notes: Sends pulses that disable enemy lock-ons
	SP-M/AUTO	Price 18,000 credits	Slots Required 1	Notes: Fires missiles automatically on full lock-on
	SP-BLS	Price 74,000 credits	Slots Required 6	Notes: Increases left-arm attack and defense ratings
	SP-CBRK	Price 37,000 credits	Slots Required 2	Notes: Increases braking capacity
	SP-VIECH	Price 89,000 credits	Slots Required 6	Notes: Increases lock-on range

The background of the page is a detailed, grayscale illustration of a large, complex mecha. It has a prominent, glowing circular sensor or eye on its left side and various mechanical details, armor plates, and weaponry. The mecha is shown from a low angle, making it appear imposing and powerful.

MISSIONS

You're the best mercenary mech in the universe, and now you have 100 missions to prove it. Kill for money. Kill for honor. Kill to survive. Whatever the case, unless you want to end up a bucket of bolts, get your trigger finger ready. The survival of the universe depends on it.

Neo Isaac

This city tests your mech's mettle. Experiment with different types of ACs as you get a feel for the challenge that awaits you.

Average Difficulty: 01

Number of Missions: 6

MISSION DATA

Operation Name: Wish Hand
Client: Neo Isaac BOC
Opponent: Indies
Place: Neo Isaac Underground City
Weather: Fair
Start Time: 13:00
Estimated Success Rate: 75%
Reward: 20,000 Credits

COMMISSION

Theater of Operations: Neo Isaac Underground City
Enemy Forces: MTs (7)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>Proceed to Neo Isaac. The underground city, located at the base of the elevator construction site, has been taken over by a squad of Indies.

The Indies terrorist organization is waging a war against both the government and the corporations. We're assuming they now plan to sabotage the elevator's construction.

The removal of all Indies forces in the city is requested. We'd like you to teach them what it means to face us in battle.

They're surprisingly well armed, even for a terrorist organization, but are still amateurs. This mission should pose little problem for a Raven of your caliber.

Take care of the problem as quickly as possible and good luck.<<

STOP TERRORIST SABOTAGE

MISSION STRATEGY

This is a straight kill-or-be-killed mission where you must dispose of seven terrorist MTs, "Muscle Tracers" possessing an exoskeleton designed for combat, who are planning to sabotage the city. After you start the mission, run to your left and blast the two baddies while working on the strafing skills you learned back in Rookie Pilot School. If you're looking for closer action, jet toward an MT and slice it with your blade for an immediate explosion.

After you're finished with the first two, turn around and shoot the MT sneaking up on you. Head back to where you started, take the opposite path and use your boost to fly to the roof of the building on your right. Snipe unsuspecting MTs while using the building for cover.



Use your ZWR-S/60 rockets to take out terrorists from long range. The less you get hit, the more money you can spend later on weapons instead of repairs.



After you reach the roof, switch to your rifle. Find a spot with plenty of cover and their missiles won't hit you, they'll hit the building.



When engaging the larger, flying MT, stand back and wait for its descent, then blast it with your rifle. When it returns to the air, dodge its missiles by strafing right and left, but don't follow it to the sky. If you attempt to battle the MT in the air, you'll lose. Have patience and wait for the MT to land, then blast it.



If you prefer a more frontal attack, take to the skies and strafe from rooftop to rooftop, targeting ground MTs as you go.



Avoid engaging more than one ground MT at a time. You might get caught in a cross-fire.



Real mercenaries prefer to look directly in the robotic eyes of their victims when they attack. Use your boost to close in on an MT and take it out with your blade for a one-hit kill.

ATTACK TRANSPORT CONVOY

ATTACK TRANSPORT CONVOY

MISSION STRATEGY

Take out the four transports before they leave the area. When the mission begins, strafe to the right while blasting the MT. Run down the hall in front of you and turn down the path to the right to find the first transport. Use your rockets to destroy the transport with only two shots.

Turn around and run back down the hall to your left while looking for the yellow "target" arrows. As you run left, the remaining three transports flee the area.

You cannot lock on the transports with any weapons. Run to the vehicle and aim down to blow them up.

MISSION DATA

Operation Name: Shell Rider
Client: Emeraude
Opponent: Zio Matrix
Place: Neo Isaac Underground Harlem
Weather: Fair
Start Time: 13:10
Estimated Success Rate: 74%
Reward: 27,000 Credits

COMMISSION

Theater of Operations: Underground Residential District, Sector 7
Enemy Forces: Transports (4), MTs (7)
Objective: Destruction of all transports

MESSAGE INCOMING:

>>We'd like you to launch an attack on one of Zio Matrix's transport convoys. The convoy is expected to pass through Neo Isaac's Underground Residential District.

While MT escorts will be present, the real concern is time. Strict security measures are in place in Neo Isaac's realm.

The mission must be carried out quickly. Our goal here isn't the goods, but rather to harass Zio Matrix. The more frequent our attacks, the more cautious they will be.

By keeping pressure on Zio Matrix, we hope to disrupt their transport lines. Failure is not an option.<<



Be on the lookout for Support MTs. They're the ones brandishing the larger guns. One is camped out on a ledge as you run toward the second transport. Killing these MTs is good not only for your health, but for your wallet. After you complete the mission, you earn 3,000 extra credits for each Support MT you bag, 1,500 for each MT.



Because time is of the essence, use quick boosts to fly down the hall. Be careful not to overshoot your intended area, though, because the more time you waste making up lost ground, the more time the transports have to escape.



When you spot yellow target arrows on a wall pointing to the target, stop and watch which way the targets are headed. Find the road they're traveling on and intercept them before it's too late.



Equip your AC with ZWR-S/60 rockets. These rockets are vital for this mission because they won't lock onto surrounding MTs when you're attempting to destroy a transport. Other rockets with lock-on capability will automatically target the MTs while you adjust your aim, even if they're not your intended targets.



Be aware of your warning lights on the top-right area of the screen. Wandering down the wrong hallway could send you out of the area—a devastating mistake that automatically ends your mission.



To save money, use only your rifle to fire on the MTs. They're not worth wasting a rocket on. Save those for the transports.



To conserve time, target your enemies while on the move. Stationary ACs won't have enough time to complete this mission; and you'll be an easy target.

DESTROY PROTOTYPE MTS

DESTROY PROTOTYPE MTS

MISSION STRATEGY

Four prototype MTs begin the mission in flight, bombarding you with missile fire. Unfortunately, none of the missiles with lock-on capabilities that you can afford are responsive enough to knock these bad boys from the sky. While you're waiting to lock on, the MTs have more than enough time to take you out. Stick with the recommended

ZWR-S/60 rockets. Because they don't lock on, you can fire the powerful rockets quickly, and with dead-on accuracy.

Target the rear of the craft as they pass by. After they hit the ground, remain in the air and blast them as they scurry beneath you.

MISSION DATA

Operation Name: Flyswatter
Client: Zio Matrix
Opponent: Indies
Place: Neo Isaac Underground City
Weather: Rain
Start Time: 9:40
Estimated Success Rate: 75%
Reward: 26,000 Credits

COMMISSION

Theater of Operations: Neo Isaac Underground City
Enemy Forces: MTs (4)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We request the destruction of our company's prototype MTs. The pilots of the MTs are researchers employed by our company.

The researchers in question have come under increasing scrutiny as of late, when it was learned they were selling company secrets for personal gain.

Before they were apprehended, they somehow discovered we were on to them and escaped in the MTs. They've made their way to the underground city and are resisting capture.

The area of operations is currently being rebuilt. Therefore we'd like to keep the amount of collateral damage in that part of the city to a minimum.

Eliminate the researchers; they've outlived their usefulness. Good luck. <<



If an MT falls next to you, use your blade to rip it apart.



After the MTs hit the ground, switch to your rifle to finish the job.



Don't engage the MTs in flight. They're far too fast for you to keep up with in the air, and when your energy runs out, they'll strike as you fall.



Face the MTs while they're in flight rather than looking for cover. There isn't much cover in the area, and this mission is far too easy for you to be worried about taking a few bullets.



Concentrate on knocking all of the MTs out of the sky before engaging any on the ground. Tackling both fights at once causes you to take unnecessary damage.

DEFEND THE ELEVATOR FACILITY

DEFEND THE ELEVATOR FACILITY

MISSION STRATEGY

Terrorist MTs are stationed on a bridge, and you must clear the area of hostility. There are six enemies total, two flying and four stationary. Knock the two flying MTs out of the sky with your rockets, then take them out when they crash.

To avoid taking unnecessary damage, destroy the stationary targets from a safe distance using your rockets. After you take out the targets, proceed toward the bridge, just far enough to get the remaining MTs in your sights. There is no need to destroy them to finish the mission.

MISSION DATA

Operation Name: Handed Man
Client: Neo Isaac BOC
Opponent: Indies
Place: Neo Isaac Elevator Facility
Weather: Cloudy
Start Time: 16:30
Estimated Success Rate: 54%
Reward: 23,000 Credits

COMMISSION

Theater of Operations: Neo Isaac Elevator Facility
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>The Indies have initiated an attack on a large elevator facility in Neo Isaac. They've captured the central portion of the bridge that spans the elevator's upper area.

The Indies have engaged in the acts of terrorism before, but never on this scale. The facility is symbolic of our return to the surface and its desecration will not be tolerated.

Proceed to the area and eliminate the insurgents. Keep in mind that there is a city beneath the bridge and if you fall, it will suffer great damage. Good luck.<<



Before attempting this mission, head to the Shop and purchase the ZLF-A3/CARM legs. You need the speed they provide. Pick up a generator to power your new legs. We recommend the GR-XR/SEED.



You should have just enough cash to purchase new legs, a generator, and also substantially upgrade your firepower. Trade in your rifle for the EWG-SRF-9.



With the added speed of the quadruped legs, you're more susceptible to accidentally falling off the bridge. Be careful where you boost.



Because time is not a factor, carefully line up each target in your sights. Saving ammo saves you credits, which enables you to buy better weapons later.



If you're spotted, take cover behind surrounding structures. The grounded MTs remain stationary throughout this mission, so strafe in and out of sight while blasting your foes with your new sniper rifle.



Avoid flying. Not only are you an easier target, but if you run out of boost you could fall to your death.

ASSIST EMERAUDE FORCES

ASSIST EMERAUDE FORCES

MISSION DATA

Operation Name: Speed Demon
Client: Emeraude
Opponent: Indies
Place: Neo Isaac Underground Harlem
Weather: Cloudy
Start Time: 9:25
Estimated Success Rate: 58%
Reward: 31,000 Credits

COMMISSION

Theater of Operations: Underground Residential District, Sector 7
Enemy Forces: MTs (Unknown number)
Objective: Destruction of all targets

MESSAGE INCOMING:

>>This is an urgent request. A squad of MTs that we dispatched to Neo Isaac's underground city have come under attack. They're being overrun and require assistance.

The perpetrators of the attack are the Indies. Normally we'd be able to brush them aside, but they've come in force and our team is having a difficult time.

Support our MTs and destroy all aggressors. Deductions will be made to your reward for each of the MTs that is lost. Save as many of them as you can. Good luck. <<

MISSION STRATEGY

Five friendly mechs are under heavy fire from terrorists and you'll need a quick AC unit to save them. You might not care too much about them, but for every friendly mech that dies, you lose 7,500 credits. Enough said.

When you start the mission, two of your allies are engaged in battle with terrorist MTs directly ahead. Use your sniper rifle to take out the terrorists one by one.



Be careful what targets you lock onto. It's possible to destroy the mechs you were sent to protect.



Destroy enemy targets as quickly as possible, especially when friendly mechs are onscreen. The longer enemy MTs hang around, the more chances they have to blast your allies. Don't worry about mechs on the other side of the map, though. Only friendly mechs within your range are in immediate danger of being destroyed.



Quickly position yourself between friendly mechs and hostile MTs. Terrorist MTs will focus their fire on you, enabling friendly mechs to get out of harm's way.



No need to upgrade your EWG-SRF-9 rifle—it's powerful enough to kill enemy MTs with just one hit. If you didn't buy it before the last mission, buy it before heading into this one.



Because this mission involves eliminating fast-moving targets, lighten your load by removing any unnecessary equipment such as your rocket launcher or your laser blade. The sniper rifle is all you need to complete your objective.



Don't worry about running over cars in the streets. Even though there's an explosion at your feet, your AC loses no armor points.



Even though time is a factor, there's no need to waste energy using an override-boost in this mission. All friendly mechs and hostile MTs are just a regular boost away.

PURSUE EMERAUDE'S FORCES

PURSUE EMERAUDE'S FORCES

MISSION STRATEGY

Forget about the missing sample—this mission is about total and complete annihilation. Before entering the area, quip your AC with new legs that enable you to hold additional weight. Now that your unit's getting chunky around the core, you need the new legs so you can carry vertical missiles on your back unit. These missiles will come in handy against the snipers shooting at you from above.



Throughout the mission, keep a constant eye on the street beneath you. The ground is littered with mines that cause severe damage to your AC.

MISSION DATA

Operation Name: Hound
Client: Zio Matrix
Opponent: Emeraude
Place: Neo Isaac Underground Harlem
Weather: Rain
Start Time: 3:30
Estimated Success Rate: 64%
Reward: 41,000 Credits

COMMISSION

Theater of Operations: Underground Residential District, Sector 7
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

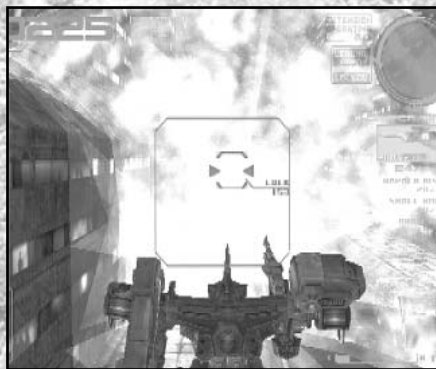
MESSAGE INCOMING:

>>A sample of a new material we are developing was stolen from one of our labs. Please track down those responsible and eliminate them.

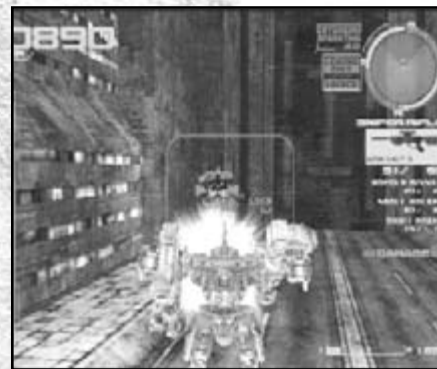
The group that stole the material also took out our security team. The latest reports indicate that they've entered the Underground Residential District and are poised to attack.

The enemy force is small in number, but the area they've occupied is full of traps. We've decided it's too risky for us and that Raven is better suited to the mission.

Please eliminate the thieves. There's no need to recover the sample. Good luck.<<



If an enemy MT feels you locking on with your sniper rifle, it will attempt to dodge by moving from side to side. Lock onto an MT standing by a mine and laugh as it blows itself up.



Be careful when engaging MTs equipped with large guns. Not only can these cause substantial damage, the force of the blast could knock you into a mine.



Trigger-happy ACs should opt for guns with less firepower but more ammo. There are so many enemy MTs firing at you that if you choose power over number of shots, you might be left running around with nothing but a blade.



Unnecessary strafing in an area loaded with mines can lead to serious pain. You might take a few hits to get your shots in, but stand strong. Just make sure every shot counts.



Cautiously maneuver around each corner using the buildings as shields against potential enemies. Always sneak a quick peak down the street you intend to walk. You never know when a long-range missile is heading your way.



Upon completing all missions in the Neo Isaac area, you are awarded your first hidden part, the EWR-M30.

DEFEND THE BOMBER

Old Zam

If you thought living the mercenary life was hectic before, wait until you enter Old Zam: the city where time means everything.

Average Difficulty: 02

Number of Missions: 5

MISSION DATA

Operation Name: Quonset House
Client: Zio Matrix
Opponent: Unknown
Place: ARG Aircraft Maintenance Hangar
Weather: Rain
Start Time: 15:05
Estimated Success Rate: 75%
Reward: 18,000 Credits

COMMISSION

Theater of Operations: ARG Aircraft Maintenance Hangar
Enemy Forces: Battle MTs
Objective: Defend the Bomber

MESSAGE INCOMING:

>>The ARG Aircraft Maintenance Hangar is under attack. We believe the intended target of the attack is a bomber currently being overhauled in the hangar.

In order to confuse the hangar's security team, the attackers have struck in different areas of the facility. Their clever ploy of splitting our forces guarantees that it is only a matter of time before the bomber is discovered and destroyed.

Proceed immediately to the maintenance hangar and guard the bomber. Good luck.<<

DEFEND THE BOMBER

MISSION STRATEGY

This mission is a race to destroy the terrorist MTs before they destroy the bomber. Before this mission, head to the garage and trade in your sniper rifle for a quick-firing laser rifle. If you're looking for something light that will get the job done, pick up the ZWC-XG/01, otherwise go for the more powerful KARASAWA-MK2. Because this mission is about speed, you need quick kills, and nothing spells success like a laser rifle that takes out enemies with one shot.

Begin the mission by taking out the two terrorists in the hall. Shoot your laser while running forward—you have no time to waste. As you enter the hangar, encounter the two terrorists on your left first, then take out the two on your right. After they are destroyed, turn your sights on the two flying MTs. Blow them to pieces to save the bomber.



If you kill the first two MTs before reaching the end of the hallway, aim your sights into the hangar and get a few shots in on the terrorists to the left.



Do not shoot at the flying MTs as they swoop in toward the bomber. One bad shot could destroy the vehicle you were sent to protect.



Don't engage the flying MTs in air combat. They're slow enough to pick off one-by-one from the ground.



Once inside the hangar, blast enemy MTs from behind. Don't venture too far into the hangar with your new laser rifle. Don't stand next to the bomber. You'll take unnecessary damage as MTs fire missiles at their intended target.



Never boost into the hangar before destroying the two MTs in the initial hallway—they'll blast you in the back.

ENTER WASTE-TREATMENT PLANT

MISSION DATA

Operation Name: Cheap Dust
Client: Old Zam BOC
Opponent: Unknown
Place: Old Zam Waste-Treatment Plant
Weather: Fair
Start Time: 22:10
Estimated Success Rate: 49%
Reward: 22,000 Credits

COMMISSION

Theater of Operations: Old Zam Waste-Treatment Plant
Enemy Forces: MTs (6)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>The Old Zam Waste Treatment Plant has been commandeered by a group of armed terrorists. They claim to have taken these steps in an effort to prevent further damage to the environment, but clearly this is just a ruse. Remove the forces occupying the facility.

Here is the mission overview: Our team will attack the terrorists and back them into the smelling furnace at the rear of the plant. Once accomplished, eliminate all opposition.

Even the hardest AC won't last long if it falls into the super-heated magma on the lower levels. Be careful and good luck.<<

ENTER WASTE-TREATMENT PLANT

MISSION STRATEGY

This is a pretty simple mission—if you don't fall in the furnace! Start by blasting the enemy MT across the way with your laser rifle. You don't need to move to destroy it. After it's gone, stand still while looking to the level beneath you. Slowly walk forward until you get an enemy MT in your sights, then snipe him from above. Repeat the sniping to clear the level (crack shots can snipe MTs two levels away)!



Cautiously approach the edge of the walkway. As soon as you lock onto a target, fire off a quick shot, then retreat to avoid taking fire from below.



Avoid unnecessary flying from level to level. If you run out of boost before you find a walkway, you're liable to fall straight into the furnace.



If you accidentally fall to a level below and are in close range of an MT, slice it with a high-energy laser blade rather than attempting any strafing techniques. Circle-strafing in this mission can lead to a long fall.



The lock-on load times of rockets are too long for this mission. Stick to your laser rifle to dispatch your enemies with efficiency.



There are six MTs throughout the mission: one on the level you begin, two on the level below, and three more on the level below them.



When attempting to snipe the MTs on lower levels, be careful where you shoot. If you blast the floor beneath you, you'll fall down at least one level.

DISARM THE BOMBS

DISARM THE BOMBS

MISSION DATA

Operation Name: Fortune Route
Client: Zio Matrix
Opponent: Unknown
Place: ARG Aircraft Maintenance Hangar
Weather: Fair
Start Time: 17:15
Estimated Success Rate: 60%
Reward: 36,000 Credits

COMMISSION

Theater of Operations: ARG Aircraft Maintenance Hangar
Enemy Forces: Guard MTs
Objective: Disarm the bombs

MESSAGE INCOMING:

>>Interrogation of one of those involved in the attack on the ARG Aircraft Maintenance Hangar revealed that the enemy has hidden a number of timed bombs within the facility.

To make matters even worse, the enemy has modified the hangar's security system. Consequently, the system is attacking anyone who approaches. Our hands are tied.

Please disarm all bombs within the facility. We will open the gates one by one and guide you to the different bomb locations via communication updates.

You have been given permission to neutralize the security system. Good luck.<<

MISSION STRATEGY

Nine time bombs are ticking away and you have 5:30 to disarm them. You need a fast AC with a big rifle to destroy the enemy MTs in your path. Keep a clear eye on your compass as you follow the verbal instructions to discover each bomb.

Boost down hallways to save time, and as you enter a room with a bomb, scan all four walls. Each bomb has been placed against a wall; run up and press ● to disarm it.



Equip the KARASAWA-MK2 laser rifle before starting the mission. You need to destroy enemies as quickly as possible, and the KARASAWA is one of the few rifles with enough punch to get the job done.



Listen carefully to the directions you're given after disarming each bomb, and use your compass to find the way.



If you enter a room filled with MTs, don't destroy every one. Engage only those in your path. Your goal is to disarm the bombs.



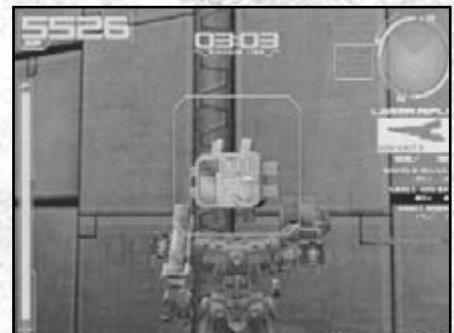
When terrorists step in your path, blast them on the run. You don't have time for a stationary fire fight.



Don't worry about the automatic guns overhead. Fire one shot as you boost by to blow them to bits.



All of the explosives are located in plain sight against walls, although some are up higher than others.



True Ravens can disarm all bombs with more than two minutes to spare. You don't earn any extra money for completing the mission that fast, but it's an excellent test of skill.

DESTROY SECURITY SYSTEM

MISSION DATA

Operation Name: Mouth
Client: Indies
Opponent: Zio Matrix
Place: ARG Aircraft Maintenance Hangar
Weather: Cloudy
Start Time: 16:00
Estimated Success Rate: 50%
Reward: 38,000 Credits

COMMISSION

Theater of Operations: ARG Aircraft Maintenance Hangar
Enemy Forces: Guard MTs
Objective: Destruction of the security system

MESSAGE INCOMING:

>>The recent slump in global markets and the accompanying lack of economic progress can be attributed to the greedy attitude of Earth's largest corporation, Zio Matrix.

As a warning to Zio Matrix, we've devised a plan for an attack on the ARG Aircraft Maintenance Hangar. The objective is to put the facility out of action. To ensure that we achieve this goal, we'd like you to destroy its security system prior to our attack.

Your role in this mission is key to our success. We expect you to be in good form. Good luck.<<

DESTROY SECURITY SYSTEM

MISSION STRATEGY

You return to the same aircraft hangar where you destroyed the bombs. This time, destroy the hangar's security system. Snake your way through the halls until you come across an elevator shaft that transports you to the second level. Here is the security system. Target the system with a gun and blow it up. An alarm sounds, signaling the hangar's imminent explosion. Retrace your steps down the shaft and back out to your escape point.



When the alarm sounds, don't waste time riding the elevator—jump to the first floor to save valuable seconds.



Switch your rifle to something with less power and more ammo. You encounter so many enemies that the more powerful lasers run out of ammo before the mission ends.



As the elevator rises, look up and quickly target the two automated security guns aimed your direction. If you're caught unaware, they deliver serious damage to your AC.



There is no time crunch, so wander the halls and destroy every MT you see. You want a clear path after the alarm starts blaring.



This is the fastest path from the security system to the escape point.



If your AC unit is taking shots to the back before you destroy the security system, turn around and engage the terrorist. If you come under fire after the alarm sounds, however, don't fret the gunplay, just get out of the hangar.



Use your Override Boost down the last stretch of hallway to ensure your escape without harm.

RAVEN ASSESSMENT

RAVEN ASSESSMENT

MISSION STRATEGY

Finally, it's time to test your Raven one-on-one against another AC. The rival Raven likes to fire a few rockets, then rush your grill as you attempt to dodge.

Watch out for the Raven's laser blade, as he'd rather dice you than blast you. Because of this, equip the LS-MOONLIGHT as a precaution. With the Moonlight's enormous attack power, you can wait for the AC to get close, then take him down. It's preferable to take him down with a firearm from as far away as possible.

MISSION DATA

Operation Name: Lonely Wolf
Client: Emeraude
Opponent: Raven
Place: Old Zam Waste-Treatment Plant
Weather: Rain
Start Time: 23:35
Estimated Success Rate: 55%
Reward: 52,000 Credits

COMMISSION

Theater of Operations: Old Zam Waste-Treatment Plant
Enemy Forces: AC (1)
Objective: Destroy target AC

MESSAGE INCOMING:

>>We are currently considering the sponsorship of a Raven from the Marlian Arena. He has a solid history, but before making any commitments we'd like to see him in action.

A bogus request has been issued and the AC in question has been lured to the Old Zam Waste-Treatment Plant. Please head to the facility and engage him in combat.

Should he prove to be inadequate, we want to know now, not later. Give this mission your best, as you will only be paid if you win. We'll keep an eye on things from afar.<<



After the enemy Raven stops making noise, strafe away from his opening salvo and hammer him with a quick offering of your own. Equip a fast-targeting gun with a high attack power.



Don't battle the rival Raven in the air. While you're trying to find your aim, you'll get blasted for major damage.



When the AC takes flight, track him with your radar, making sure he doesn't get behind you. After he returns to stable ground, blast him with your sidearm or assault him with your rockets.



Avoid engaging in close combat with this formidable opponent. Not only can he quickly strafe circles around you, but he's also a master at using his deadly laser sword.



Keep the Raven in front of you by circle-strafing as you fire your laser rifle.



Unlike your last trip to the waste facility, you won't have to worry about falling to your death in a pool of molten steel. Use every inch of the room to your advantage to beat this tough opponent.



Upon completion of the Old Zam mission area, you're rewarded with another hidden part: the EWM-M03.

DEFEND STORAGE COMPLEX

Old Gal

She might not sound very tough, but Old Gal poses quite a threat—especially because most of its action transpires in complete darkness.

Average Difficulty: 02

Number of Missions: 6

MISSION DATA

Operation Name: Knock
Client: Indies
Opponent: Old Gal BOC
Place: Storage Complex
Weather: Fair
Start Time: 22:15
Estimated Success Rate: 50%
Reward: 32,000 Credits

COMMISSION

Theater of Operations: Thirtieth Floor of the Storage Complex
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>This is an emergency request; the Old Gal Bureau of Control is planning an attack on the storage complex. A drop ship is being prepped as we speak.

For reasons we'd rather not divulge, the storage complex cannot be abandoned. We are prepared to use all available resources in order to defend it.

However, the limited number of MTs available to us may not be enough. Your assistance in this matter would be appreciated. Please secure the floor that you've been assigned.

This mission is vital to our mission in the Old Gal region. We must not fail.<<

DEFEND STORAGE COMPLEX

MISSION STRATEGY

If you haven't learned to strafe yet, this is a fine time to start. Use strafe shooting throughout the Old Gal mission area, as missiles and enemies continually fly at you.

The storage complex is packed with partitions and boxes, making for good cover from enemy fire. Equip the KARASAWA-MK2 as your primary weapon, as you'll need quick shots to take down enemy MT after enemy MT.



To avoid getting surrounded, strafe while firing your rifle into the darkness. In this mission, it's better to trust your radar than your eyes.



Instead of opting for a back unit that fires rockets, equip your AC with a laser cannon such as the ZWC-LQ/2552. There's too much in the room to wait for missiles to lock on a target. The laser cannon is a quick and effective way to clear the area of enemies.



Enemies attack in three waves. Gun down the flying MTs and prepare for reinforcements. Take them out, then brace for one final terrorist attack. As long as you equipped the laser rifles, you should have little problem taking care of business and collecting those credits.



It's safer to destroy enemy MTs from a distance, so don't bog down your AC with heavy equipment such as laser blades. You need to be quick to dodge all those oncoming missiles.



Take cover behind boxes to complete this mission with little or no damage to your AC.

DEFEND THE MATERIALS CACHE

DEFEND THE MATERIALS CACHE

MISSION STRATEGY

This mission is just like the last one. Three waves of MTs (eight total) storm the room firing missiles and causing terror. Wait for them to exit the elevator and take them out using your laser rifle (the KARASAWA-MK2).

Always keep the MTs in front of you. Use your AC's speed to not only strafe, but to maneuver backward as the MTs charge your way.

MISSION DATA

Operation Name: Master Eye
Client: Indies
Opponent: Old Gal BOC
Place: Storage Complex
Weather: Fair
Start Time: 2:45
Estimated Success Rate: 60%
Reward: 32,000 Credits

COMMISSION

Theater of Operations: Fifteenth Floor of the Storage Complex
Enemy Forces: MTs (Unknown number)
Objective: Defend the materials cache

MESSAGE INCOMING:

>>Documents of a highly sensitive nature have just come into our possession. It seems the Old Gal Bureau has concocted a plan to infiltrate our headquarters.

This is indeed bad news, as the location is also used to house weapons and materials provided to us by our sponsors. These must not be allowed to fall into enemy hands.

Currently, all weapons and materials are stored in a shuttered room on the fifteenth floor. Unfortunately, the shutter will not withstand a determined enemy attack.

Please position yourself on the fifteenth floor. Prevent the attackers from breaching the shutter and discovering our secrets.

We're also placing a support team in position on the roof. Pick off any targets that manage to make it into the complex. Good luck.<<



Purchasing quadruped legs not only makes your mech faster, it enables you to run quickly backward. The ELF-SOC61 should be affordable by now.



In the heat of battle, don't strafe too far away from the secret weapons and materials you were sent to protect. If the MTs reach the shuttered room, you've failed your mission.



Between waves of attack, move away from the cargo door to avoid gunfire. The MTs come out focused on their mission, and if you're standing in front of where they need to go, they'll hit you.



The behemoth MTs in this mission move slowly, so don't waste ammo (or energy) firing wildly in their direction. Set yourself, get them in your sights, and make every shot count.



If you like shooting your enemies in the back, stray away from the door and watch as the MTs focus their attention on the goods. Sneak up on them from behind and gun them down.



Because these MTs are so slow, enter the mission with various lock-on missiles. Use the area as a testing ground to see what weapons work best for later, more difficult missions.

ELIMINATE PATROLLING AC

MISSION DATA

Operation Name: Gift Party
Client: Old Gal BOC
Opponent: Unknown
Place: Sorge Warehouse
Weather: Fair
Start Time: 16:20
Estimated Success Rate: 60%
Reward: 45,000 Credits

COMMISSION

Theater of Operations: Sorge Warehouse
Enemy Forces: AC X 1
Objective: Destroy the AC, minimize damage to materials

MESSAGE INCOMING:

>>Our material storage facility has been commandeered by armed forces. We'd like you to help us recapture it.

All mission participants are to launch their attacks simultaneously. This is being done to prevent the enemy forces from collaborating.

Your target is an AC patrolling Warehouse Four. Eliminate the AC and at the same time, minimize any damage done to materials stored there.

We may cancel the operation, depending upon the amount of damage you incur. If this happens, you will forfeit the reward. That is all.<<

ELIMINATE PATROLLING AC

MISSION STRATEGY

The trick is to maneuver yourself in a position where no errant shots will destroy any containers. The enemy AC prefers to fly during his attacks. Utilize ground strafing techniques to blast him while dodging.

This is also the perfect mission to start using air strafing and become more comfortable firing from a boosted position up high. The key to defeating this AC is to pin him in a corner. Once trapped, he'll jump up and down, and you can just fire.



As deadly as the enemy is in the air, he's even deadlier up close. The AC possesses a deadly flamethrower that overheats your mech in seconds, leaving you vulnerable.



Because the mission also requires protecting the cargo, don't use any boxes for cover. The cargo will get destroyed, and the AC's flamethrower will burn right through anyway.



Get a solid lock on the opposing AC before firing. You're liable to blast the cargo instead of the enemy, which ends your mission.



Even though you may be tempted to equip a shield against the AC's flamethrower, don't bother. By the time you activate your shield, your mech will already be sitting in a ring of fire.



If you get the AC pinned in a corner, don't worry about taking shots. Stand toe-to-toe and continuously fire your lasers.



The best way to avoid the flamethrower is to use your laser rifle to blast the AC from a distance. Pop him while boosting backward to ensure that he never gets close enough to burn you.

ELIMINATE THE SEARCH TEAM

ELIMINATE THE SEARCH TEAM

MISSION STRATEGY

This is a strict hit-and-run mission where speed and accuracy are key. When confronted by an army of small MTs, shoot fast and boost even faster if you want to stop the search team before they realize how close they truly are to the BOC base.

Watch out for the two enemy ACs called in for backup. Avoid them to have no problem completing the mission. Engage them in a fight, and you risk losing the mission.

MISSION DATA

Operation Name: Dear Friends
Client: Indies
Opponent: Old Gal BOC
Place: Abandoned Block
Weather: Fair
Start Time: 16:05
Estimated Success Rate: 84%
Reward: 30,000 Credits

COMMISSION

Theater of Operations: Old Gal
 Abandoned Block
Enemy Forces: MTs (Unknown number)
Objective: Destruction of the energy search team

MESSAGE INCOMING:

>>The Bureau of Control is attempting to locate one of our bases in Old Gal. If they succeed, we're in trouble. We have to stop their search team before they stumble upon our location.

Apparently, they're not having much luck, but they are in the vicinity and don't seem to be deterred.

We've verified that they have limited offensive capability and would make easy targets, but if we attack, it will confirm the Bureau's suspicions regarding our whereabouts.

For this reason, we've decided that sending a Raven is the more prudent course of action.

Good luck.<<



Head west and open the door. Three MTs await you. Blow them away and head north.



As you make your way north, be careful of the two MTs hiding out to your right. They're sneaky but easy to kill—two shots with your laser rifle will suffice.



Continue north (before the road turns west) to encounter three more mechs. Dispose of them as quickly as possible and use your Override Boost to take the west path. Here you meet three more MTs, but that's not all. Two enemy ACs with even more firepower have been alerted to your position and are headed your way.



Don't bother fighting the two reinforcement ACs. You don't have the time or ammo. Go back the way you came and engage the remaining small MTs. Destroy them to complete the mission.



If you end up in a fire-fight with the two larger ACs, use your Override Boost to get out of the area as quickly as possible. That's one battle you're not about to win.



When attacking the small MTs, it's better to face them as a group. Knocking off several at once is easier than attempting to destroy them one at a time.

TAKEOVER MILITARY WAREHOUSE

TAKEOVER MILITARY WAREHOUSE

MISSION DATA

Operation Name: Jack-in-the-Box
Client: Indies
Opponent: Old Gal BOC
Place: Sorge Warehouse
Weather: Rain
Start Time: 2:25
Estimated Success Rate: 50%
Reward: 35,000 Credits

COMMISSION

Theater of Operations: Sorge Warehouse
Enemy Forces: MTs
Objective: Eliminate Enemy Forces, Secure Materials

MESSAGE INCOMING:

>>The Old Gal Bureau of Control has stepped up its efforts to deny us access to much needed military supplies. This is a serious problem, as our current stockpiles are almost depleted.

As a part of the plan to alleviate the situation, we will be conducting a raid on the Sorge Warehouse.

The plan entails launching attacks on several of the warehouses at once. Doing this should keep their defenses off balance. You will be responsible for the attack on Warehouse Three.

I must stress however, that the purpose of the mission is to capture materials stored in the warehouse. If a sufficient amount cannot be secured, we will abort the mission.

Make sure the materials in the warehouse are not damaged.

Good luck.<<

MISSION STRATEGY

The storage warehouse shootout is a showdown between your AC and six MTs (four large units, two flyers). Dispatch the terrorists as quickly as possible, and also prevent the supply boxes from being destroyed.

If you hold the supply damage to a minimum, there's even a hidden part in it for you. It never hurts to add a new weapon to your repertoire.



Take out the flying MTs first. If you let them live while battling the ground MTs, they'll rain missiles down upon you, knocking you off your aim, and possibly out of the mission.



Don't get caught in the middle of two ground MTs. To avoid this, stand with your back to the warehouse wall while targeting the terrorists. Don't fire from too far away, though, as the MTs hide behind the cargo you were sent to secure.



Don't fire blindly toward enemy MTs. If you shoot the cargo instead of the terrorists, your mission ends prematurely.



The KARASAWA-MK2 is the best rifle for this mission. With six enemy MTs in sight, you need a weapon with speed and power.



Because the ground MTs are a little slow to react to your movements, hover-strafe, shooting down over the cargo to destroy each enemy mech.



If you're worried about shooting cargo, boost in close to the enemy and destroy them using your laser blade.



Complete the mission while destroying no more than three containers, and you'll be presented with a BEX-BT180.

ATTACK THE STORAGE COMPLEX

ATTACK THE STORAGE COMPLEX

MISSION STRATEGY

In this seek-and-destroy mission, you ride up and down elevators to discover new floors of mayhem and destruction. With so many enemies, it's wise to conserve bullets throughout. Also, equip more than one gun. If you rely on one super weapon all the time, you might run short of ammo when it counts.

Be aware that the last floor features a barrage by six MTs. They're not too tough to kill if you have bullets left.



Engage the three MTs on the fifth floor while using the walls and barriers for cover. After destroying them, head north to reach the elevator.

MISSION DATA

Operation Name: Doberman
Client: Old Gal BOC
Opponent: Indies
Place: Storage Complex
Weather: Cloudy
Start Time: 19:20
Estimated Success Rate: 40%
Reward: 42,000 Credits

COMMISSION

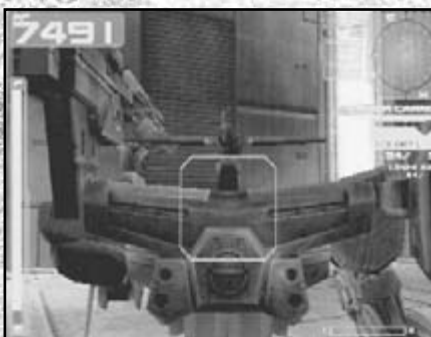
Theater of Operations: Storage Complex Hangar
Enemy Forces: MTs, Battle MTs
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We've succeeded in locating one of the Indies' operational headquarters in the vicinity of Old Gal. It's a storage complex, formerly used by Balena corporation. The object of this mission is to eliminate all forces holed up in the complex.

We already have agents on site and they'll provide you with enemy status reports once the mission begins.

Use the elevators to move between floors as instructed. Crush any opposition you encounter. That is all. <<



Ride the elevator up to the tenth floor. Here you'll find four more MTs waiting for you with their weapons already on lock and load. Strafe around the room firing your laser rifle. After you kill all of the MTs, head toward the western wall and take the elevator up to the twentieth floor.



As you exit the elevator, strafe along the walls while targeting each terrorist. Move close to the bigger mech to target it up close. The MTs here are quicker than most, and adept at dodging long-range fire.



After dispatching the big MT on level twenty, head back to the west wall to take the elevator back down to the tenth floor. From here, head north to take another elevator back down to the fifth floor.



Take out the mechs on the fifth floor, then run along the west wall to find the elevator that takes you to the thirtieth floor. Be prepared for a fight. Six mechs await you after you exit the elevator.



With six enemies in the last room, you'll need plenty of ammo. Conserve bullets throughout the complex by making every shot count. If you run out of ammo, your mission isn't over, it just gets ugly.



You're awarded another hidden part, the EWG-RF-10LB, after you complete every mission in the Old Gal area.

ATTACK THE AIRBASE

Horwick Mountains

Ditch the dreary darkness of Old Gal and head to the mountains. Do not fall off the cliff.

Average Difficulty: 04

Number of Missions: 5

MISSION DATA

Operation Name: Treasure
Client: Emeraude
Opponent: Zio Matrix
Place: Horwick Mountains Airbase
Weather: Misty
Start Time: 8:55
Estimated Success Rate: 71%
Reward: 38,000 Credits

COMMISSION

Theater of Operations: Horwick Mountains Airbase
Enemy Forces: Unknown
Objective: Destruction of the target

MESSAGE INCOMING:

>>We'd like you to initiate an attack on a recently constructed Zio Matrix facility. The facility is an airbase located in the Horwick Mountains. Zio Matrix claims that it is simply a mining enterprise, but we know that this isn't the case.

The area of operation and its surroundings are important to our corporation's air transport needs. We cannot let Zio Matrix control the rights to this airspace.

Your target is a massive bomber stationed at the base. Seek it out and destroy it. We're counting on you, Raven.<<

ATTACK THE AIRBASE

MISSION STRATEGY

Before starting this mission, head to the Shop and make your AC as light as possible. The mission involves a lot of flying between mountains, and if you're too heavy, you won't make it. Also equip the EHD-NIGHTEYE head. Using this head in conjunction with your map alerts you to where the target is. You'll need to make a blind jump off a mountain toward the target, something you'd never try if you didn't know it was there. Speaking of blind jumps, equip the ZBT-H4/T boost to your unit.



As soon as you're dropped from the plane, hit your boost. You don't need to make it on top of the mountain, just to the ledge beneath. Enter the mountain base and destroy the enemy MTs inside.



When you reach the end of the first base, open the door and blast the flying MTs as they streak past. After the air is clear, hit your boost and fly to the ledge on the mountain across the way. If your AC's too heavy, this is where you'll find out. Only the lightest mechs can make the leap.



When you reach the adjacent ledge, you find the door locked. Boost straight up and fly onto the top of the mountain. Engage the flying MTs with your sniper rifle and take them out as they attack head on. Watch out for falling debris.



After disposing of the flying MTs, head west and look across to the opposite mountain. Through the fog, you can see a ledge with a black door. You'll know it's the right door if it has the number 99 on it. Use your boost to make the leap of faith.



While boosting from ledge to ledge, hold down your boost until the meter loses half its juice, then let go and glide until it fills back up. Immediately hit boost again for the extra lift that helps you make it to your destination.



Open the door and get ready to blast. An enemy AC with a powerful weapon arms guards the target. Dodge his fire and take him out with a combination of missiles and laser fire.



After the AC's out of the way, destroy the bomber to end the mission.

When you finish this mission, you get the ZWR-M/30.

DESTROY RADAR ARRAY

DESTROY RADAR ARRAY

MISSION STRATEGY

Floating land mines lurk everywhere on Horwick Mountain. Equip the shoulder radar so you can blast them from long range. Otherwise, they will blow up in your face by the time you see them coming.

This is another mission where flying from mountain to mountain is a necessity, so keep your AC light to make the jumps. Also, keep your eye on the clock. You only have 5:00 to destroy all your targets, and if you become too preoccupied with mines, you'll run out of time.

MISSION DATA

Operation Name: Sparsely Star
Client: Emeraude
Opponent: Zio Matrix
Place: Horwick Mountains Airbase
Weather: Misty
Start Time: 15:20
Estimated Success Rate: 60%
Reward: 39,000 Credits

COMMISSION

Theater of Operations: Horwick Mountains Airbase
Enemy Forces: Unknown
Objective: Destroy all targets

MESSAGE INCOMING:

>>>Our ground forces have suffered heavy losses during a recent wave of Zio Matrix airborne mounted attacks. We have therefore decided to eliminate the source of the problem.

The target is Zio Matrix's airbase located in the Horwick Mountains. Plans for a retaliatory strike are underway and we would like you to take part in the attack.

We request that you destroy the radar array protecting the airbase. Once their monitoring network has been razed, it will be easy to wipe out the base.

The success of the mission is dependent on the objective being achieved before the base can rally its defenses. You must accomplish your goal within the allotted time.<<<



When boosting across mountains, take off with good height. If you boost straight across, you won't make it.



When the floating mines chase you, use your boost to dash around the side of a cliff. The mines will hit the mountain instead of your AC, and while this still causes some damage, it's nothing compared to a straight-on explosion.



Before you boost across mountains, destroy all floating mines in your flight path. Taking even one hit throws you off enough that you won't reach your destination.



The key to blowing up the mines while destroying the radar in time is learning to aim accurately while on the move. Your powerful laser rifle has only so many shots, so make sure you'll hit the target before you pull the trigger—especially when you're shooting the stationary radar. If you waste shots here, you might not have any ammo later on.



Using your radar can mean the difference between life and death. The red dots flying at you are the mines. Know where they are at all times as you quickly move to destroy the radar sites.



When mines fly toward you, use your boost to fly into the air and watch as the mines explode at your feet. It's a tricky maneuver in the heat of battle, but if you're running out of ammo (you'll need your final shots to take out the last of the radar), it's your only defense.



Keep an eye out for the "Leaving Area" alarm in the screen's top right. If the alarm sounds and you hit the boost, you could end your mission prematurely.

ELIMINATE TRESPASSING AC

ELIMINATE TRESPASSING AC

MISSION STRATEGY

Finally, a mountain mission that doesn't involve long-distance flights. This mission reverts to the "destroy everything" gameplay mercenaries love as you encounter plenty of MTs and multiple levels of hostility.

Before beginning the mission, re-equip your AC with many of the parts you removed for previous missions. There's no need to boost yourself across ledges here. All you need to know is where to aim. Watch your ammo count throughout the level, though, as you encounter enough enemies that you might be sweating bullets over the bullets you wasted on overkill (you know you still shoot after an MT blows up, just admit it).

MISSION DATA

Operation Name: Masher
Client: Old Gal BOC
Opponent: Zio Matrix
Place: Irina Mine
Weather: Rain
Start Time: 19:25
Estimated Success Rate: 50%
Reward: 45,000 Credits

COMMISSION

Theater of Operations: Irina Mine in the Horwick Mountains
Enemy Forces: AC (1) MTs (Unknown number)
Objective: Destruction of the target AC

MESSAGE INCOMING:

>>Irina Mine, located in the Horwick Mountains, has been occupied by Zio Matrix forces. The mine is abandoned and no longer in use, but is still within our territory.

The Zio Matrix forces are blatantly trespassing and are aware of this, as they've hired a Raven of great reputation to lead the operation.

The occupying forces have set up positions throughout the mine, but we want you to concentrate your efforts on their leader. We'll take care of the rest. Good luck.<<



Follow the corridor to its end, blasting the two MTs on the way. Don't shoot the statue-like mechs or the boxes to the side. You'll need all the ammo you can reserve for later. Make your way to the control panel and ride the lift down to your next battle.



As you descend, be on the lookout for drones and automated guns in the elevator shaft. Take them out fast or you'll take fire the entire trip from floor to floor.



When the turbo lift stops, head north down the hallway and dispatch the two roaming MTs. At the end of the hall is another lift. Ride it down to the next floor, keeping an eye out for those pesky automated guns and drones.



At the bottom of the second lift, you engage two more mechs. Dispose of them fast and head north down the corridor. Look for a hole in the ground and jump through.



Surprisingly, the final AC is easy to kill. He might be fast, but he doesn't do well with lasers. Strafe and fire with your rifle to turn the metal monster into a smoldering mess.



For the last two missions, you tried to make your AC as light as possible. This time, however, it's all about firepower. Equip your unit with more than one weapon so you have enough ammunition left for the final AC.



Another key to this mission is to equip your AC with quadruped legs. The added mobility comes in handy against the quick enemies—especially when strafing.

DEFEND THE AIR BASE

DEFEND THE AIR BASE

MISSION STRATEGY

This is the simplest mission in the mountains. Hold your position and don't let the bombers blast their way past the gate of Zio Matrix's top-secret airbase.

You have 2:35 seconds to take down as many bombers as possible until reinforcements arrive. Blast every bomber in sight because each downed bomber earns you a 600-credit bonus.

MISSION DATA

Operation Name: Quails Nest
Client: Zio Matrix
Opponent: Emeraude
Place: Horwick Mountains Airbase
Weather: Fair
Start Time: 21:35
Estimated Success Rate: 42%
Reward: 32,000 Credits

COMMISSION

Theater of Operations: Horwick Mountains Airbase
Enemy Forces: Fighter Planes (unknown number)
Objective: Defend the target until reinforcements arrive

MESSAGE INCOMING:

>>This is an emergency request. A squadron of Emeraude fighters has been detected in the Horwick Mountains. Their most likely target is our airbase located in the region.

The top-secret airbase is not yet capable of defending itself against a large airborne assault, and in fact, it has only minimal defensive capabilities.

We've requested assistance, but due to the remote location of the airbase, it will be awhile before reinforcements arrive.

Attack the Emeraude squadron and halt their advance. The facility's gate must be defended until reinforcements arrive. We'll take care of the situation once they do.<<



Stand at the back of your perch to avoid being knocked off. If a bomber knocks you off your ledge, you'll fall to your destruction.



Use your boost to reach higher ground. You won't face the immediate danger of the long fall as you shoot down as many planes as possible.



Take down the bombers with a high-powered rifle or laser cannon. Missiles take too long to lock onto the flyers, and you'll take too much damage trying to aim when the enemy already has you in its sights.



If you're using quadrupeds, swap out to a more conventional bipedal leg setup. While the quadrupeds help you move faster, they are dangerous as you maneuver around the edge of the cliff where one out-of-control step can lead to your doom.

INTERCEPT MINE INTRUDERS

INTERCEPT MINE INTRUDERS

MISSION STRATEGY

Equip your unit with a strong boost. The ZBT-H4/T is one of the best. You need the extra power because part of your mission involves flying up the elevator shafts you rode down while eliminating the AC in the Irina Mines.

What makes this mission exciting is the debut of quadruped enemies. Don't spend time gawking, though, because they're not impressed by you.



Through the darkness of the Irina Mine you spot a new enemy, the quadruped MT. If you thought you'd seen evasive MTs in past levels, wait until you launch a locked missile at one of these, only to watch as it scoots out of harm's way.

MISSION DATA

Operation Name: Pendulum
Client: Old Gal BOC
Opponent: Zio Matrix
Place: Irina Mine
Weather: Fair
Start Time: 6:30
Estimated Success Rate: 60%
Reward: 46,000 Credits

COMMISSION

Theater of Operations: Irina Mine in the Horwick Mountains
Enemy Forces: MTs (unknown number)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>Unbelievably, forces employed by Zio Matrix have once again invaded the Irina Mine, even though their first attempt was successfully thwarted.

It's unclear what they are after, but these repeated incursions will not be tolerated. Remove all hostile forces occupying the mine.

The intruders are monitoring the mine's main entrance, therefore you will be required to launch a surprise attack via the underground.

The invading force has also disabled the mine's power supply and we assume that the primary elevators are out of service.

It's quite possible that an AC with inadequate boosters will not be able to access all areas of the mine, so prepare your AC accordingly. Good luck.<<



Head south, taking out the two quadruped MTs on your way. Get in close and strafe with them as they run (especially if you're sporting quadruped legs of your own). It only takes one shot from the KARASAWA-MK2 to destroy each MT, but the way they run, you may have to squeeze off twice that many to blow them up. At the end of the corridor, you encounter your first of two steep ascents.



Before heading up, take out the wall-mounted guns. You can safely destroy the entire first wave from your starting point by targeting them from below.



Boost your way up either the east or west walls and get into a crevice. From there, boost across the tower in a zigzag fashion up to the first floor (for example, boost from the east wall to the west wall, then back to the east).



After you reach the next level, run south down the corridor, destroying three quadruped MTs and one flying MT with your laser.



At the end of the corridor, you reach your second of two ascents. Repeat the earlier pattern, taking out the stationary guns and zigzagging up the crevices.



After you reach the top, blast the five MTs (three ground, two flying) to successfully complete your mission.



Need a new pair of legs? After completing all missions in the Horwick Mountains region you're awarded the ELN-070.

DESTROY INSERTION TEAM

Zearm Desert

Now that you've made it through the hills, it's time to send your AC out into the desert—not the ideal locale for a unit that overheats.

Average Difficulty: 03

Number of Missions: 9

MISSION DATA

Operation Name: Hard Rain
Client: Zio Matrix
Opponent: Unknown
Place: Ancient City
Weather: Fair
Start Time: 12:35
Estimated Success Rate: 43%
Reward: 30,000 credits

COMMISSION

Theater of Operations: Zearm Desert,
 Ancient City
Enemy Forces: MTs (Unknown number)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>An armed insertion team, smuggling secret materials from Mars, is headed to Earth. We request that you destroy the insertion team and the materials in their possession.

Their transport ship has been in Earth's orbit for several hours and is beginning its descent. It appears that they plan to use re-entry pods to drop to the Earth's surface and transfer the secret materials to their collaborators.

You are requested to stand by at the projected drop point and destroy the insertion team. Good luck.<<

DESTROY INSERTION TEAM

MISSION STRATEGY

After defeating the Horwick Mountain mission area, you were awarded a pair of experimental legs. Now's a great time to check them out. Equip the lightweight ELN-070 legs and watch as your mech runs faster and is able to carry more weight than it could with most of the bipedal legs you've tried up to this point.

After equipping your legs, launch into the mission in the Ancient City and be prepared to battle two waves of Airborne MTs.



The ZWM-M24/1MI rocket launcher fires four missiles at once per target. Its high attack power makes a nice compliment to your laser rifle. Don't totally depend on it. You only have 24 rockets.



As the Airborne MTs hit the ground, boost onto a medium-sized pillar and snipe them from above. Don't pick a pillar that's too high though, or your rifle will not have enough range to hit your target.



The desert is filled with strange rock formations. Use them for cover as you dodge enemy missiles.



With two waves of attacks, keep a constant eye on how many shots you've fired. You don't want to be left with only a blade.



Check your radar for falling MTs. They parachute down in a circular formation. Don't get caught in the middle.



Enemies in the desert come a little tougher than they did in the mountains. Even with the KARASAWA-MK2, it takes up to three shots to destroy some MTs. Watch your shot count closely so you don't run out of ammo.

TRAINING EXERCISE

MISSION DATA

Operation Name: Backgammon
Client: Indies
Opponent: None
Place: Old Switchyard
Weather: Fair
Start Time: 14:15
Estimated Success Rate: 54%
Reward: 28,000 credits

COMMISSION

Theater of Operations: Zearm Desert, Old Switchyard
Enemy Forces: MTs (8)
Objective: Destruction of all MTs

MESSAGE INCOMING:

>>We wish to engage in an exercise using the MTs we recently received from our sponsors. In order to get the most from this exercise we've requested the very best, a Raven.

Your instructions are simple: Fight the MTs we've prepared. But the exercise means nothing unless you fight to the best of your ability. You'll be paid only if we lose.

If we can hone our skills through combat with Ravens, then our dreams of destroying the Government and the corporations will become a reality.

The location of the training exercise is a switchyard near the Zearm Desert. We'll be waiting for you there.<<

TRAINING EXERCISE

MISSION STRATEGY

The Indies are looking for a little training exercise between you and their MTs. But if this is all they got, their dreams of taking over the universe are about to turn into an explosive nightmare.

Eight MTs lurk around the abandoned switchyard, but it won't take much more than eight perfectly placed shots to send the Indies back to the MT drawing room.



Boost south and take on the first MT at the end of the hallway. Hit him hard with your laser rifle while continuously boosting forward.



Back up a few steps and target the second mech through the two train cars.



Continue moving clockwise throughout the room, blasting the third mech from a safe distance.



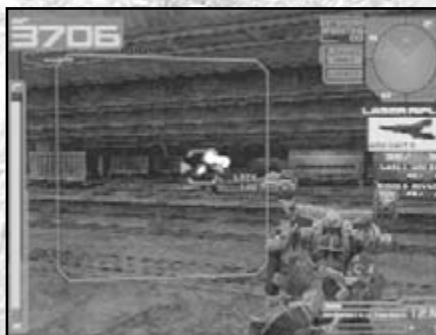
Boost west to find the fourth MT lying in wait. Hit it with your rockets while taking cover behind the train cars.



The fifth MT is stationed along the far west wall. Get it in your sights and blast away.



Quickly turn northeast to encounter mechs six and seven. They don't have much in them but fear. Show them why they're quaking in their steel boots.



The final mech is in the room's easternmost quadrant. Make a couple of shots on target and the exercise quickly comes to a halt.

REACTIVATE FACILITY GATES

REACTIVATE FACILITY GATES

MISSION STRATEGY

There are cracks everywhere you look in the weapons facility. Whip out your laser blade and bust right through. You'll find rooms where you'd never even know rooms existed—if it wasn't for all those cracks, that is.

Beyond the bad building structure, the level's filled with enemy MTs, but none that cause you to lose any sleep. Just come equipped with your favorite laser rifle.



Enter the first doorway and blow away the first unsuspecting MT. After it's ablaze, walk to the middle of the floor, aim downward at the big cracks, and fire.

MISSION DATA

Operation Name: Virgin Road
Client: Balena
Opponent: None
Place: Ancient Weapons Facility
Weather: Fair
Start Time: 20:00
Estimated Success Rate: 50%
Reward: 21,000 credits

COMMISSION

Theater of Operations: Weapons Development Facility
Enemy Forces: Unknown
Objective: Reactivate the security system

MESSAGE INCOMING:

>>Your assistance is required to help us enter an abandoned base located in the Zearm Desert.

Our company discovered its existence a few months ago and we believe it to be a weapons development facility dating back to a time before the Great Destruction.

Shortly after an investigation was launched, an earthquake set off the facility's security system which in turn sealed off the passages being used to transport research materials.

This unforeseen event has brought our research efforts to a halt. Please reactivate the security system and unlock the gates blocking the passageways.

Keep in mind, any information you come across while in the facility should be deemed top-secret and is not to be discussed by anyone. Is this understood?<<



As the floor breaks beneath you, face north. Another enemy MT is directly below you, and you don't want to waste any time trying to turn around.



Break your way through the partially opened doorway and blast the two mechs inside. Head west and break through another partially opened door. Point your sights up to the ceiling and blast through another piece of poor architecture.



Face your AC east, and boost your way up to the room above. Dispose of the MT inside, then bust your way through another partially opened door.



Continue heading east, destroy the two enemy MTs, then as you head to the far end of the room, you see both a floor and a ceiling that you could blow through. Ignore the floor and focus your energy on the ceiling. Face the north wall and knock it down with your blade.



Continue north and blow out the floor in the next room. Blast the MT and break every northern wall you can. When you can't break any more walls to the north, bust through a wall to the west, then head north down the hallway to find your target buried behind four barriers and protected by the final two MTs.



To avoid wasting ammo, use your laser blade to bust through any wall with a crack in it. You can also use the blade to destroy boxes, not to mention enemy MTs.

ATTACK THE TERRORISTS

MISSION DATA

Operation Name: Rush
Client: Neo Isaac BOC
Opponent: Indies
Place: Ancient City
Weather: Fair
Start Time: 12:10
Estimated Success Rate: 64%
Reward: 38,000 credits

COMMISSION

Theater of Operations: Zearm Desert, Ancient City
Enemy Forces: MTs (unknown number)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>A crack squad of terrorists, belonging to the outlawed civilian organization, the Indies, is congregating in the Ancient City in the Zearm Desert.

They must be up to something, and it is more than likely that they've set their sights on Neo Isaac.

The group's existence has been a concern for some time now, but due to their large numbers the purging of the organization is not yet complete.

Eliminating the squad gathering in the Ancient City would be a huge setback for the Indies. Destroy them all.

It is suspected, due to the quantity and quality of weaponry wielded by the group, that they are receiving backing from an outside organization. Exercise extreme caution.<<

ATTACK THE TERRORISTS

MISSION STRATEGY

Your return to the Ancient City is not a pleasant one, as you have to destroy eight MTs plus evade the bombs being dropped from overhead by a high-tech bomber. If you get too caught up with trying to shoot down the bomber, you'll be distracted from your true mission: killing the eight MTs.

Use the Ancient City's rocks for cover as you strafe from explosion to explosion. Use laser rifles and rockets so you can attack each enemy separately and from long range. Your best bet to keep tabs of the bomber (you can't see it if you're not looking straight up) is to equip the BRS-B-OSPREY back unit radar. This way, you'll know when the bomber's about to loose another series of lethal attacks.



Because this mission is all about firing from long range, trade in your laser blade for additional back unit rockets.



When under attack from the bomber, it's better to attack the MTs on the ground than to try to take down the mighty plane. Your mission ends when the MTs are killed, and you can do it much quicker if you don't waste all your time taking wild shots up above.



Use your boost to help dodge the bomber's attacks as you fly between MTs. It's not wise to boost on top of any of the rocks in this level. All that does is bring you closer to the bomber's wrath.



The most effective route to killing the MTs is to circle-strafe counterclockwise. The MTs are grouped, and you can pick them off one by one.



When using your boost, make sure you don't run out of energy. If you're not paying attention and your energy hits the red, you can't boost out of the way of fire or even fire back.



This mission demands an evasive AC. Do not bog down your unit with any unnecessary equipment. Otherwise you might not be fast enough.

INFILTRATE WEAPONS FACILITY

INFILTRATE WEAPONS FACILITY

MISSION STRATEGY

Before entering the weapons facility, make some serious adjustments to your AC. First, ditch the radar you sported last mission in favor of some additional rockets.

Also equip a powerful laser blade. Not only will you need it to break through walls, but a few MTs get a little too close for comfort and the blade comes in handy to swat them away.



This mission's not about making your way from point A to B, it's about destroying all enemy MTs (nine in total) plus all ceiling gun emplacements. Take out each mech you see, otherwise you have to backtrack through the level looking for the one that got away.

MISSION DATA

Operation Name: Works
Client: Balena
Opponent: Neo Isaac BOC
Place: Ancient Weapons Facility
Weather: Fair
Start Time: 19:00
Estimated Success Rate: 60%
Reward: 28,000 credits

COMMISSION

Theater of Operations: Ancient Weapons Development Facility
Enemy Forces: MTs (Unknown number)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We've just been informed that Neo Isaac has dispatched armed forces to interfere with our research at the recently reopened weapons development facility.

They've already occupied the facility and are confiscating equipment we've repaired. It seems their goal is to monopolize the technology and information found within.

On the other hand, our research isn't just for selfish gain. The work we do will benefit society as a whole, not just one organization. The Bureau of Control doesn't understand this.

Please remove the Neo Isaac intruders from the facility.
 Thank you. <<



Once again, use your laser blade to break down all walls. It's not worth wasting valuable ammo on something that doesn't shoot back.



Don't worry about falling down the holed-out floor. It actually makes it easier to pass by the slow MTs. They're not very quick on the draw, and you have plenty of time to gather your wits, boost up, and blast them both before they even know what happened.



As you open each door, step back to evade the shots from the automated ceiling guns. The door closes and serves as a shield as you fire your rifle, taking out the guns before you even enter the room.



Any time you see a gate that says "Keep Out," it's somewhere you should investigate. Break through the gate with your blade to find the final mechs to destroy.



Navigate across the chasms using your boost to save time. If you think you've got real skill, though, try running across without falling down the ditch.

TRAINING REMATCH

MISSION DATA

Operation Name: Big Fire
Client: Indies
Opponent: None
Place: Old Switchyard
Weather: Rain
Start Time: 7:20
Estimated Success Rate: 28%
Reward: 36,000 credits

COMMISSION

Theater of Operations: Zearm Desert, Old Switchyard
Enemy Forces: MTs (7)
Objective: Destruction of all MTs

MESSAGE INCOMING:

>>The previous engagement taught us a lot, so now we'd like to ask you to participate in another training exercise. This time we'll be using two types of MTs.

We want you to fight as if this were an actual engagement with our forces.

As before, you will be paid only if we lose. Once we are successful in this exercise, we will no longer have any reason to be concerned with facing ACs in combat.

I understand that this request may be a bit awkward, but remember, it is not your place to question your mission assignments, or your employer.<<

TRAINING REMATCH

MISSION STRATEGY

Maybe the Indies' quest to dominate the universe isn't so laughable after all. Last training exercise, you blasted through their mechs, but this time, the Indies have a new batch of MTs for you to battle, and they're one mean bunch of metal.

Your two main weapons should be the laser rifle and the laser blade. You need lots of quick strafing as you fire on MTs from long range, but every once in a while, an enemy sneaks right up on you and you need to display the art of close-range fighting.

After you finish this mission, you're finished with the Zearm Desert...for now. Three more missions will open up in the region, but not until you tackle a couple of other areas first. There

is no set pattern on where you need to go next to open the levels, just periodically check back to see if any more missions have opened up.



At the start of the mission, walk backward until your AC hits the wall. The first MT is hiding behind the train car to your right. Dodge-strafe back and forth, using the car as a barrier as you obliterate the mech with your laser rifle.



Proceed counterclockwise to get to the next two mechs, clearing any obstacles in your path with your light sword. Once you find the MTs, they try to take you out using rockets, which are almost useless because of the low ceiling. Get within striking distance and take 'em down quickly.



Now, head west and take your next right, making your way to the far wall heading north. Turn west and use your light sword to slice through two train cars. After the second car, face south and blast the fourth MT.



Strafe to your right over one more track to find the fifth MT. Keep your back against the northern wall to destroy the MT without any resistance.



Head to the southern wall, then turn east. Slice through the train car directly in front of you. With your back against the wall, carefully strafe to your right over three more tracks to find the sixth MT.



The seventh and final MT is due east. Using the strafing technique, take it down with a few well-placed shots to end the mission and pocket your cash.



When looking for enemies, judge their distance using your lock-on missiles. The number underneath your lock-on box tells you how far away they are. This device is especially helpful in missions such as this where you can't tell behind how many rows of cars the enemy MTs are hiding.

DESTROY TOP-SECRET UNIT

DESTROY TOP-SECRET UNIT

MISSION STRATEGY

This is one of the most intimidating missions in the game, not because of the ruthlessness of the enemy, just because of its sheer size. As you step through the door and take a look at the giant mech, you might question your mercenary lifestyle. But after you start firing off those rockets, you'll realize that even though this mech is big, it blows up just like the rest of 'em.

The most important weapon to equip is the EWR-L24 rocket launcher. The large, powerful rockets carry such force that they turn a scary mission into one of the simplest in the game.

MISSION DATA

Operation Name: Booby Trap
Client: Neo Isaac BOC
Opponent: Balena
Place: Ancient Weapons Facility
Weather: Cloudy
Start Time: 22:35
Estimated Success Rate: Unknown
Reward: 60,000 credits

COMMISSION

Theater of Operations: Ancient Weapons Development Facility
Enemy Forces: MTs (Unknown number)
Objective: Investigate the facility

MESSAGE INCOMING:

>>Balena Corporation, currently occupying a newly discovered research facility in Zearm Desert, has repeatedly refused the Bureau's requests to monitor their activities.

A research team was dispatched to investigate further, but all communications with them have ceased.

We have no idea what it is that Balena is trying to hide, but it must be something significant, since they've been cooperative up until just recently.

Please infiltrate the facility and investigate Balena's activities. Feel free to eliminate any resistance you encounter. Good luck.<<



Run down the hallway and bust through the four gates. Open the door at the end of the hall and walk through.



Follow the hallway around to the left and open the next door. This is where all the fun begins.



Don't wait by the door. Orbit weapons will surround you, bombarding you from all sides. As the door opens, boost inside and blast the mech.



Take out the guns on the right side. Use your rockets to destroy them, then focus on the head.



Fire off as many rockets as you can at the head until it explodes. Don't worry about taking hits. You should be able to outlast the giant mech, so stand in there and fight.



Blast the guns on the left side. The bigger they are, the more money you make to destroy them.

ELIMINATE RAVEN

MISSION DATA

Operation Name: Bond
Client: Emeraude
Opponent: Raven
Place: Ancient City
Weather: Fair
Start Time: 2:20
Estimated Success Rate: 24%
Reward: 110,000 credits

COMMISSION

Theater of Operations: Zearm Desert,
Ancient City
Enemy Forces: AC (1)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>It has recently come to light that one of our Ravens has been selling top-secret information to our corporate competitors.

The Raven's name is Pendulum. We request that you eliminate this traitor and thereby bring a halt to his illicit activities.

Pendulum has most recently been sighted in the Ancient City located in Zearm Desert. Please depart at once.

It's difficult to believe that Pendulum's indiscretions were committed on his own, and we suspect that there is a guiding hand behind his recent activities.

For this reason, if you should encounter opposition other than the target, they must be eliminated as well.

We have to set an example of what is in store for those who betray our interests. Failure is not an option.
Good luck.<<

ELIMINATE RAVEN

MISSION STRATEGY

Beware that there isn't one AC in this mission, as advertised—there are three. Each one is extremely fast and extremely deadly. Equip your AC with a lethal arsenal: plasma cannons, rockets, and some floating mines if you want to get out of the Ancient City alive.



Scatter floating mines as you boost backward. As an enemy AC attacks, it runs into them one after the other. Finish the job with some shots from your plasma cannon.



Isolate the ACs. If you fight all three at once, the mission will be short, and you'll be the only AC carried off for repairs.



Pendulum prefers to fight from the air, while the other two ACs attack from the ground.



Use the rocks for cover as you fire rockets out at the ACs. By strafing from side to side behind cover, you can avoid a lot of damage.



Don't expose your back to the enemy. Use your radar to check their locations, and if you feel one coming up behind you, boost away before it's too late.



A heavyweight AC works best in this area. You don't need to move quickly, just unleash a lot of firepower.

DESTROY MASSIVE MT

DESTROY MASSIVE MT

MISSION STRATEGY

Two missions ago, you destroyed the biggest mech you've encountered. Don't pat yourself on the back too hard, though, because now you'll fight the same MT-type, only this time, it's not stationary, it's flying.

Not only does that mean that you'll have a tougher time hitting your targets, but it also means that missiles are going to rain down on you from the skies like nothing you've ever seen. But these aren't ordinary missiles. These explosives cause the most damage in the game.



The only way to survive this mission long enough to destroy the MT is to use the big walls in the middle of the battlefield for cover. As you see the MT approach, circle to the opposite side and watch as all of the missiles explode on the wrong side.

MISSION DATA

Operation Name: High Noon
Client: Neo Isaac BOC
Opponent: Unknown
Place: Ancient City
Weather: Rain
Start Time: 15:00
Estimated Success Rate: 33%
Reward: 200,000 credits

COMMISSION

Theater of Operations: Zearm Desert, Ancient City
Enemy Forces: Massive MT
Objective: Destruction of the target MT

MESSAGE INCOMING:

>>This is an emergency request. A massive MT has been detected advancing through Zearm Desert en route to Neo Isaac.

Viewing this as a real threat, we have already mounted one attack utilizing all available forces. Yet this attack did little to slow the MT's advance, much less destroy it.

Raven, we need you to intervene immediately. We request that you destroy the MT before it reaches its objective. Caution is advised, as the target possesses firepower far in excess of anything you've previously encountered.

Once the operation is complete, we will track down the origin of the MT and take appropriate action. Good luck.<<



After the MT passes by, boost out from behind the wall and fire missiles at the back targets. Blast it as many times as you can, then take cover again.



As the MT flies toward you, use the opening at the top of the wall to fire through. The MT also has targets in the front that you can hit from this position.



The EWR-L24 large rockets fire quickly and cause great amounts of damage upon impact. The only drawback is that you only get 24 shots. Make each one count.



Beware of the orbits the MT fires down at you. Sometimes, they'll take off more damage than any one of the MT's missiles. If you see the orbits headed your way, boost around the wall.



Want a new head? Beat all missions in the Zearm Desert and you can equip the ZHD-102/ROCK.

ELIMINATE OUTLAW ORGANIZATION

Burroughs Hill

If the desert didn't have enough open space for you, welcome to Burroughs Hill. The place is not only crawling with MTs, but it also contains some strange hopping creatures that are a whole lot creepier than they are deadly.

Average Difficulty: 05
Number of Missions: 6

MISSION DATA

Operation Name: Ring Wave
Client: Old Avalon BOC
Opponent: Indies
Place: Gihen Crater
Weather: Cloudy
Start Time: 14:10
Estimated Success Rate: 70%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: Gihen Crater
Enemy Forces: AC, Tanks
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We've finally located the headquarters of the outlaw organization operating within our territory. It's situated in Gihen Crater.

The group is responsible for numerous attacks on our transport planes, which they detect, track, and eventually destroy with the help of a powerful radar setup.

It has taken a long time to pinpoint their location and we can't let this opportunity pass us by. But there's a slight problem: Supposedly the ring-leader is a Raven.

This is still unconfirmed, but we'd like you to take charge just in case.

You'll probably be detected before you reach the crater, so be prepared.<<

ELIMINATE OUTLAW ORGANIZATION

MISSION STRATEGY

Before you enter Burroughs Hill, your AC needs a major overhaul. The mechs you're about to face are faster and more durable than anything you've faced up to this point, and the job requires fierce weaponry and plenty of skill.

First, dump everything off your back unit in favor of the ZWX-E90/MAC dual plasma cannon. When you pick up the new gun, you'll also need to equip yourself with some new legs. The ELF-

SOC61 carries just the amount of weight necessary to equip the cannon and a sniper rifle such as the EWG-SRF-9.



To fire the plasma cannon with bipedal legs, your unit must come to a complete stop as it attempts to lock onto a target. But with the quadruped legs, you can fire it on the move, and when you're battling another Raven, that makes all the difference.



Take out as many tanks as you can before the rival AC shows up. Destroying the AC is much more difficult if you're constantly getting pinged from off-screen tanks.



If you haven't destroyed many tanks before the AC arrives, move the battle away from the tanks to avoid getting caught in the crossfire.



Even though the tanks take only a few shots to destroy, don't charge down the middle of their battalion. Dodge-strafe to one side and take them out one-by-one.



The dual plasma cannon is powerful, but it's also slow. If you fire it from too far away, the enemy AC has time to boost out of the way.



Rush straight at your enemy. Get in close enough that you can hit it with five clean shots. Five shots with the plasma cannon will destroy the AC, but that's easier said than done.

ELIMINATE THE BUREAU FORCES

ELIMINATE THE BUREAU FORCES

MISSION STRATEGY

Return to the garage before taking on the Bureau. You need a lighter AC, so switch from quadruped legs to bipedal ones. Trade in your plasma cannons for something quicker, such as the always-dependable KARASAWA-MK2.

This mission brings you back to mercenary basics: all destruction all the time. Annihilate anything stupid enough to head your direction.



As you fall from the sky, boost to your left to float away from most of the MTs. But don't stray too far to the left, or you'll boost right out of bounds and end your mission.

MISSION DATA

Operation Name: Red Washupiel
Client: Indies
Opponent: Old Avalon BOC
Place: Burroughs Hill battlefield
Weather: Fair
Start Time: 18:05
Estimated Success Rate: 80%
Reward: 34,000 Credits

COMMISSION

Theater of Operations: Burroughs Hill battlefield
Enemy Forces: MTs (Unknown number)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>A successful campaign of deception has enabled us to lure Bureau forces to the Burroughs Hill battlefield. This is a perfect opportunity and one we must take advantage of.

Their forces are cornered, but unfortunately the area is littered with live mines left over from previous battles. We did not plan for such an eventuality.

Due to these conditions, we've decided to send in a professional. Please, head to the area of operations and eliminate the Bureau's forces. Good luck.<<



Enemy MTs scoot around far too fast to hit with rockets. Stick with your KARASAWA-MK2 throughout the encounter.



Watch your step! Mines litter the ground and can take you out faster than the MTs if you're not careful.



To avoid mines, strafe the perimeter of the battlefield while firing into the crowd of MTs. There are fewer mines near the area's edges, just be aware that one step too far could be your last.



After the enemy force has been depleted, boost up onto the tall tank structure in the middle of the battlefield. From here, you can snipe the remaining MTs with little chance of taking damage.



Even though mines are scattered everywhere, don't battle MTs from the air. Firefights go down so fast in this mission that your flying AC can't target effectively enough to do any damage. The only damage that will occur is your AC blowing up when you get gunned out of the air and fall flat onto one of those mines you were trying so hard to avoid.



Occasionally an MT will rush you. That's why you equip a laser blade.

RESCUE THE TRAPPED INDIES

MISSION DATA

Operation Name: Frontier Spirit
Client: Indies
Opponent: Old Avalon BOC
Place: Burroughs Hill battlefield
Weather: Fair
Start Time: 4:55
Estimated Success Rate: 53%
Reward: 31,000 Credits

COMMISSION

Theater of Operations: Burroughs Hill battlefield
Enemy Forces: MTs (Unknown number)
Objective: Escort the Indies to safety

MESSAGE INCOMING:

>>>Our deployment team was just about to leave the Burroughs Hill battlefield when they were trapped by a contingent of government forces.

The enemy hasn't launched an attack, but they are preventing the deployment team from escaping. This is probably an effort to draw in and slaughter any who attempt a rescue.

Only the Bureau of Control could sink this low. The resources and manpower available to us are limited, we cannot afford to fall into their trap. Please, rescue our comrades.<<<

RESCUE THE TRAPPED INDIES

MISSION STRATEGY

A well-armed squadron of flying MTs is sticking it to the Indies and your job is to shoot them down before they destroy the folks you were sent to protect.

Successful completion of your objective depends on your ability to hit moving targets with your laser rifle. You can't just shoot at the object you want to hit. Now you must shoot at where you think the target's going to be by the time your shot reaches it.



After you knock a flyer out of the air, finish the job on the ground. Do not take out a friendly by accident.



If you find yourself with only one Indie left, step in front of any missiles meant for it and take the damage yourself.



One way to target flying MTs is to wait as they fly by, then target them from behind. That way you're aiming at something flying in a straight line.



It's sometimes helpful to strafe alongside a flyer, keeping pace just long enough to lock on a shot and take it down.



Avoid rockets. Remember, aim where the MT is going, not where the MT is when you pull the trigger.



Instead of boosting all over the battlefield fighting MTs, move with the pack of Indies and engage only the MTs threatening your group.



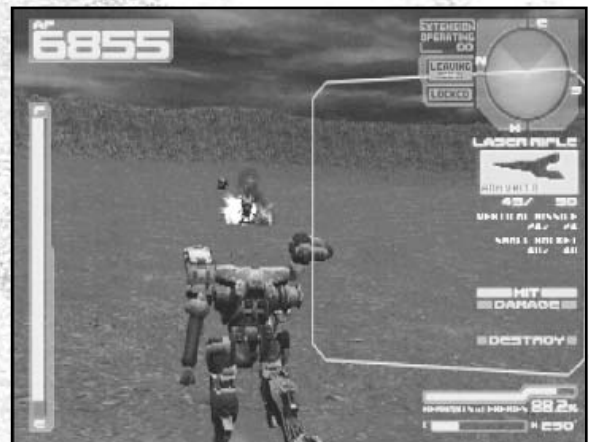
You don't need to blow up all of the MTs to win. Simply provide enough covers so that at least one of the Indies can escape.

RECOVER RESEARCH MATERIALS

MISSION STRATEGY

Forget what the message says—your mission's about to change. Zio Matrix isn't too hip about its "materials" after they realized how nasty the biological organisms you were sent to save really are. The creatures like to hop around a lot, but other than that, don't do too much other than look ugly.

Use your boost to fly between the little buggers and blast them with your laser rifle. Equip the EWM-M444 to launch four vertical missiles at a time. Fire your missiles straight up, then watch as the creature attempts to fire at you, unaware of the bombardment that's about to knock it in the noggin.



When a creature leaps, don't try to hit it until it lands on the ground. You can usually kill these organisms before they take off again.

MISSION DATA

Operation Name: Dragons Money
Client: Zio Matrix
Opponent: Unknown
Place: Gihen Crater
Weather: Cloudy
Start Time: 21:55
Estimated Success Rate: 60%
Reward: 35,000 Credits

COMMISSION

Theater of Operations: Gihen Crater
Enemy Forces: Unknown
Objective: Recover the research materials

MESSAGE INCOMING:

>>One of the planes we use to transport research materials was involved in an accident; its last confirmed location was in the vicinity of the Gihen Crater. Please recover the materials.

It's possible that other corporations are aware of the situation and will attempt to recover the materials themselves. Eliminate anyone who tries to interfere with the mission.

Remember: The research materials and the details relating to this mission are highly classified. Good luck.<<



The enemies aren't exceptionally deadly in this area, so experiment with various weapons. Test hardware for lock-on time, shot power, and accuracy.



Because no MTs are firing at you from the air, use your boost and practice firing various weapons from high in the sky. This skill is invaluable in later levels.



Two shots with the KARASAWA-MK2 is all it takes to dispatch an organism. Because the MK2 is an energy weapon, if you use it exclusively, you won't incur additional ammo costs.



To make the mission more challenging, use only your laser blade to defeat the creatures. This also gives you an opportunity to get a good look at their disgusting mugs.

ATTACK SECRET WAREHOUSE

ATTACK SECRET WAREHOUSE

MISSION STRATEGY

Because of the high level of quick enemies in the warehouse, equip a lightweight AC with exceptional maneuverability. There's no need for cumbersome cannons or multiple missile packs. All you need is a laser rifle, a blade, and some boost to make it through this mission alive.

For the first time in the game, you can reload all weapons at a convenient weapons station. Do not be cheap on your shots this time around. Let fly at anything that moves.

MISSION DATA

Operation Name: Grave Marker
Client: Old Avalon BOC
Opponent: Indies
Place: Burroughs Hill Green Cave
Weather: Fair
Start Time: 0:55
Estimated Success Rate: 69%
Reward: 34,000 Credits

COMMISSION

Theater of Operations: Burroughs Hill Green Cave
Enemy Forces: MTs (Unknown number)
Objective: Destruction of the target MT

MESSAGE INCOMING:

>>We're requesting your help with an attack on a military supply depot belonging to the Indies. The attack is part of our continuing effort to splinter their organization.

The facility is located in a complex of caverns beneath Burroughs Hill. A portion of which they've converted into a warehouse for storing contraband.

According to our reconnaissance team, the facility is an important one, given the number of units they've committed to its defense. Expect heavy resistance.

The reconnaissance team also indicated that an AC supply vehicle was discovered onsite. Take advantage of its presence.

Your target is the lead MT. Once destroyed, we should be able to mop up the remaining units without any problem.

We can't express the importance of this mission enough. Defeating the Indies now will prevent them from launching attacks against us in the future.<<



If you come upon a gate that's locked, don't sweat it. This mission's very straightforward, and if you're denied access, it's because you're not meant to be there. Move on and continue the mission.



When you get to the elevator shaft, fall straight for the quickest ride to the bottom. Your MT takes no damage from the trip and you get there in half the time.



The safest way to move around the facility is to peep around corners while using your weapon's lock-on capabilities to determine whether or not any hostile mechs lurk in the area. If they do, jump around the corner firing, hitting them before they even know you're there.



After weaving through the warehouse, you end up back outside. The final AC is waiting for you in the far west side of the cave.



After you find the main target, don't worry about the guns firing at you from overhead. Rush the MT without fear, like a true Raven.



Even though the opposing MT is built up like an imposing force, it's nothing to worry about. Two shots and it's dust.

ELIMINATE THE RAVEN

ELIMINATE THE RAVEN

MISSION STRATEGY

This next mission could either be the most difficult you've encountered so far, or one of the easiest. It all depends on how you equip your AC. Purchase the EAW-H801 arms that fire super-heated missiles.

As a secondary weapon, the EWC-XP0808 ion pulse cannon is both quick firing and deadly. When you run out of missiles, this weapon will finish the job.

To support the weight of the two weapons, equip some legs with a higher load capacity, such as the ELF-XX33.

MISSION DATA

Operation Name: Switchboard
Client: Raven
Opponent: Raven
Place: Burroughs Hill battlefield
Weather: Fair
Start Time: 17:50
Estimated Success Rate: 68%
Reward: 76,000 Credits

COMMISSION

Theater of Operations: Burroughs Hill battlefield
Enemy Forces: AC (1)
Objective: Destruction of the target AC

MESSAGE INCOMING:

>>I'd like your assistance in a rather delicate matter. Our target is a top-ranked Raven and one very capable pilot. He has impeded my progress in the Arena and I can't get sponsors until he's out of the way.

The target is currently engaged in a mission near Burroughs Hill. We'll launch our attack after he completes the mission and is on his way back to base.

I'll repay my debt to you in full, once the mission is complete and I've obtained sponsors.<<



The mission is one big double cross. The Raven who hired you was really hired to kill you, and after you defeat it, you're attacked by another Raven. Don't use all of your ammo on the first Raven or you'll have nothing left for the second attack.



You need quadruped legs for this mission to keep the Ravens in front of you during battle. If you let them sneak behind you, you're toast.



The first Raven, Lumberjack, is the quicker of the two attackers. He jumps out of the lock-on extremely quickly. If you can't blast him on the way up, blast him as he lands.



Move constantly while firing your missiles. Boost backward while keeping your opponent in front of you as you go toe-to-toe.



Keep an eye on your energy bar. After that runs dry, you're a sitting duck and the mission won't last much longer.



Use your radar to find Deerhunter's position as he arrives, then charge in for the attack. Once engaged, use your boost to move backward while constantly firing your cannon.



Because Deerhunter isn't as quick as Lumberjack, you have time to rail off more shots. The pulse cannon is an effective way to finish the job.

When you finish all the Burroughs Hill missions, you get the ZWC-CN\500.

ATTACK ABANDONED FACILITY

Thorn Garden

Mercenary work is dirty business, but no one ever mentioned anything about nuclear waste, disposal plants, and toxic gas.

Average Difficulty: 06

Number of Missions: 7

MISSION DATA

Operation Name: Baby Baby
Client: Old Avalon BOC
Opponent: Unknown
Place: Hilda Abandoned Facility
Weather: Fair
Start Time: 12:00
Estimated Success Rate: 60%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: Hilda Abandoned Facility
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>The team we dispatched to the abandoned hilda facility has been annihilated. They were sent on a fact-finding mission concerning research that Zio Matrix is conducting there.

According to the tragedy's sole survivor, the team was attacked by "something" enormous.

We were skeptical, but then we saw what had been done to the pilot and his AC. Whatever this thing was, it had no problem taking down a team of highly trained professionals.

Information is still sketchy and there isn't nearly enough to formulate a plan, but we must take action nonetheless.

Please enter the facility, identify the threat, and then eliminate it. Anyone or anything that opposes you should be considered hostile and be dealt with appropriately.<<

ATTACK ABANDONED FACILITY

MISSION STRATEGY

Don't believe the hype. "Something" enormous is supposed to be out there, but all you'll find in this mission are those strange biological bugs that you originally met at Burroughs Hill. Don't worry, though, the big monster will make an appearance, just not now.

All you'll need is standard equipment, your laser rifle, and a good blade, as the creatures don't put up much of a fight.



When battling the bugs, don't engage them in close combat. Strafe along the northeast corner of the room while shooting them from afar.



It only takes one shot by the KARASAWA-MK2 to kill each creature. Fire quickly to end this mission in no time.



Thirteen creatures pack the area. Use dodge-strafting to avoid their fire. These bugs might be small, but their shots cause big damage.



When you see your radar lock onto targets beyond the glass, use your rifle to shoot the window out, then take out bugs from closest to farthest.



Use the pillars for cover as you exterminate the creatures. It's the best place to hide when under heavy fire.



Take a lean, mean AC up against the bugs. They're quick little suckers and you need to be pretty quick yourself to avoid taking damage.

ELIMINATE UNMANNED WEAPONS

ELIMINATE UNMANNED WEAPONS

MISSION STRATEGY

Floating mines consume the nuclear plant and it's your job to clear them out so Zio Matrix can move in. Throughout the mission you shoot stationary mines out of the air.

But wait, there's more. Remember those flying mines back in the Horwick Mountains? They're back, and they're as frustrating to deal with as ever.

MISSION DATA

Operation Name: Shadow Tower
Client: Zio Matrix
Opponent: Indies
Place: Derelict Nuclear Shelter
Weather: Fair
Start Time: 10:00
Estimated Success Rate: 70%
Reward: 36,000 Credits

COMMISSION

Theater of Operations: Derelict Nuclear Shelter
Enemy Forces: Unmanned Weapons
Objective: Removal of all enemy obstructions

MESSAGE INCOMING:

>>Your mission objective is to eradicate all enemy forces positioned within a derelict nuclear shelter. The shelter is a remnant left over from before the Great Destruction.

Any facility from that era is of great interest to our company and we had plans to explore it. But it appears that the Indies have booby-trapped that entire facility.

We assume this is being done as a first step toward occupying the shelter. All obstructions within the facility have to be removed before our investigation can proceed.

Many traps were detected in the initial sweep of the shelter. Be very careful.<<



Use the ion pulse cannon. It takes a couple of shots to hit each floating mine. Because the cannon is an energy weapon, you won't have to buy new ammo when your mission ends.



Shoot the floating mines from far away so their explosions don't damage you.



When the mines are lined up in the air, aim for the first in the series. As that mine blows up, it sets off a chain reaction and eliminates a number of mines with only one shot expended.



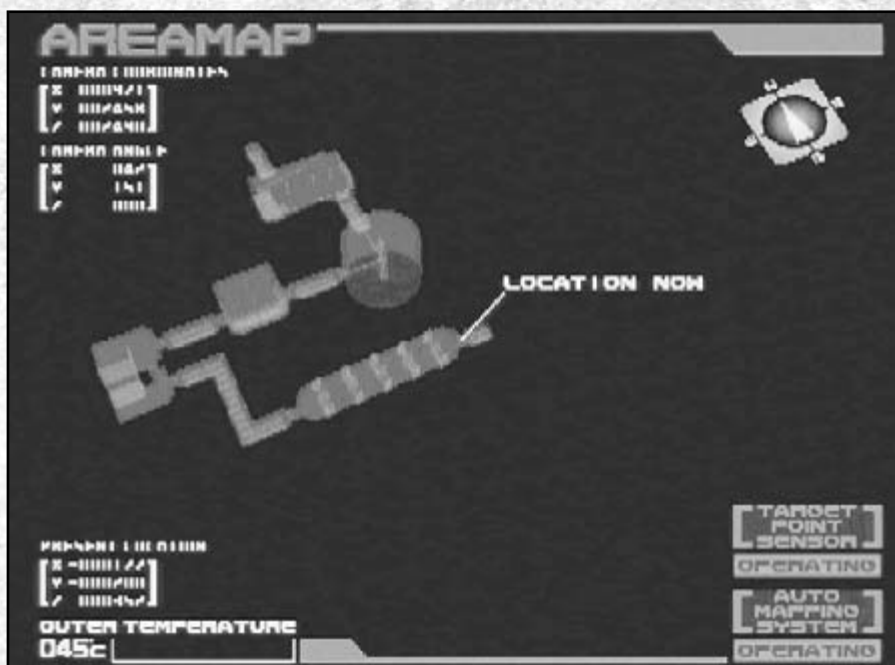
You don't need to wipe out all of the floating mines. All you need to do is destroy the box-like mechs shooting at you throughout the plant.



For true marksmen: If you see an MT standing by a floating mine, shoot the mine to destroy both targets at once.



Don't be deceived by your weapon locking onto an unseen target. You might think that it's just an MT and boost around the corner firing. However, that MT might be surrounded by clusters of floating mines, and if you rush into the room to fight, you might go down before you even fire a shot.



Although there's only one path from beginning to end with no alternate routes, the area is fairly large. Here is the path you'll take.

ELIMINATE BIOLOGICAL MENACE

ELIMINATE BIOLOGICAL MENACE

MISSION STRATEGY

Whoever is providing you with your mission objectives is spewing a fountain of misinformation. Last time you were sent to the Hilda Abandoned Facility, they told you to be on the lookout for something big, nasty, and evil. And what did you find? A bunch of little bugs. Remember that we said you'd eventually encounter what they were talking about? Well, now's the time.

The mission name is Sweet Mamma, and that about sums it up. You start out destroying more creepy little bugs, but then you jump into a pit and come face-to-face with one of the most disgusting sights you've ever encountered: the mother bug.

MISSION DATA

Operation Name: Sweet Mamma
Client: Old Avalon BOC
Opponent: Unknown
Place: Hilda Abandoned Facility
Weather: Cloudy
Start Time: 14:40
Estimated Success Rate: 50%
Reward: 60,000 Credits

COMMISSION

Theater of Operations: Hilda Abandoned Facility
Enemy Forces: Biological Organisms
Objective: Prevent biological organisms from multiplying

MESSAGE INCOMING:

>>It appears that our last foray into the abandoned hilda facility was not entirely successful. New sightings of biological organisms are trickling in.

According to our research team, those that they've seen are relatively small in size and have only recently emerged.

It's speculated that there are incubators, or eggs, or something producing these biological horrors. Regardless, we must eliminate them without delay.

Please head to the abandoned hilda facility immediately and eliminate the source of the biological organisms. That is all.<<



Sweet Mamma calls for big guns. Equip your AC with the EWC-GN44-AC grenade launcher. The weapon has only 15 shots, but you'll only need half that number to squash Sweet Mamma.



Because you also need to deal with a tiny contingent of smaller bugs, equip the EWC-XP0808 pulse cannon. Because the grenade launcher is extremely heavy, you can't carry any firearm worth its weight, and don't waste grenades on worthless little creatures.



The farther away you are from Sweet Mamma, the more dangerous she is. She shoots a powerful laser at you if you attack her from a distance, but only spews fumes if you're up close. Get in tight and fire grenades from close range.



As Sweet Mamma turns to spray you with her venomous fumes, do not stand by her face. Strafe along her backside and blast her butt with a couple of grenades.



Ignore the little bugs hanging out by Sweet Mamma's legs. They can't kill you, so concentrate all your firepower at her.



When firing the grenade launcher, use quadruped legs. If you equip bipedal legs, every time you try to fire, your AC kneels down in sniper's position, and that just takes too long when battling a monster this heinous. Plus you can't strafe and fire at the same time.

ASSIST RESEARCH TEAM

ASSIST RESEARCH TEAM

MISSION STRATEGY

Seventeen members of a research team are under attack and you must save all of them. Make your AC lightweight (while still packing plenty of heat, of course), so you can boost through the halls in time to save the entire team.

You don't have time to walk through this mission, as bullets are flying by the dozens, and if you don't eliminate the terrorists, the terrorists will eliminate the team.

MISSION DATA

Operation Name: Exodus
Client: Zio Matrix
Opponent: Emeraude
Place: Derelict Nuclear Shelter
Weather: Rain
Start Time: 20:45
Estimated Success Rate: 60%
Reward: 35,000 Credits

COMMISSION

Theater of Operations: Derelict Nuclear Shelter
Enemy Forces: MTs
Objective: Rescue all members of the research team

MESSAGE INCOMING:

>>This is an urgent request. MT units, thought to be of Emeraude origin, are attempting to enter the nuclear shelter where we've deployed our research team.

The team was sent to the facility for the sole purpose of conducting scientific studies. They are not equipped to deal with armed intruders.

We can't afford to lose even a single member of our research team. Head to the shelter immediately and rescue them. Good luck.<<



As you enter the first area, there are two members of the research team to save. Blast the MTs, but have a solid lock on them before you fire. That way you don't take out the friendlies by accident. If any member of the research team goes down, the mission automatically ends.



When you reach the area with the two narrow catwalks, don't go across. Instead, jump down to find another researcher in trouble, this time with two terrorists.



Run through the next two areas, saving two more team members and taking out three more enemies. Head to the room in the far west and access the turbo lift to ride down to your next fight.



Boost from the lift to blast another MT. As you race around the corner, you happen across a team member under hot fire. The MT is hard to see because it blends into the background. Use your radar, gauge the angle of its shots to find it, and shoot it twice dead on.



Run through the door to find two more MTs waiting for you. Blast them before they blast the rescue team. You may need to take a few shots for the team by standing between them and the MTs. You can take a lot more hits than they can.



Head east to confront five additional mechs and destroy them all. Move forward and boost down the hallway where another three MTs are begging for a shootout.



In the next room, fly across the catwalk, then boost down the hall to encounter two more MTs. Hit them each twice with the KARASAWA-MK2, then move on to the next room where another six MTs are taking out their aggressions on the research team. Wipe out the mechs with the final shots from your laser rifle.

SHUTDOWN NUCLEAR SHELTER

MISSION DATA

Operation Name: Ten Commandments
Client: Emeraude
Opponent: Zio Matrix
Place: Derelict Nuclear Shelter
Weather: Fair
Start Time: 13:15
Estimated Success Rate: 40%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: Derelict Nuclear Shelter
Enemy Forces: AC (1), MTs (10)
Objective: Destroy the control mechanism

MESSAGE INCOMING:

>>Zio Matrix is using the guise of a research effort as a means to occupy the derelict nuclear shelter. They obviously intend to monopolize any useful technology they find.

Their excavation and research is progressing steadily. If things continue at this rate, they'll become so entrenched that no effort on our part would be able to subdue them.

However, one opportunity still remains. According to our spies, there is a device that controls the entire facility. Destroying it will buy us some time.

Zio Matrix is sure to have forces on hand to deal with intruders; destroy any opposition you encounter.<<

SHUTDOWN NUCLEAR SHELTER

MISSION STRATEGY

You must accomplish three main things: Defeat the enemy AC, disable the control mechanism, and escape a nuclear meltdown.

The enemy AC is fast moving and fast firing. Blast him with your laser rifle, but be accurate with each shot. It's a long run after you disable the control mechanism, and you encounter plenty of MTs along the way to the exit.



If you defeat the AC you get a bonus 10,000 credits added to your reward. On top of that, for every MT you destroy, you collect an additional 1,500 credits.



The enemy AC's favorite maneuver is to pin you in the corner then click on his Override Boost and finish you off with his laser blade.



Never stand still while battling the AC. Continuously strafe as you fire missiles at your wily opponent.



You have only three minutes to escape after the control mechanism has been destroyed. Hit your boost and get out of there!



When running through the facility, if you come to a dead end with a control panel on the floor, you're in the elevator shaft. Boost straight up to the next level.



When boosting through the halls, watch your energy levels carefully. If you run out of juice, you'll lose both your flying ability and your energy-based weapons.



Even though you have a time limit for your escape, destroy each MT as it attacks. If you try to boost by them, the damage could spell your doom.

REMOVE OCCUPANT IN FACILITY

REMOVE OCCUPANT IN FACILITY

MISSION DATA

Operation Name: Bio Tears
Client: Zio Matrix
Opponent: Emeraude
Place: Thorn Garden Disposal Facility
Weather: Fair
Start Time: 23:00
Estimated Success Rate: 65%
Reward: 38,000 Credits

COMMISSION

Theater of Operations: Thorn Garden Disposal Facility
Enemy Forces: AC, MTs
Objective: Destroy the target AC

MESSAGE INCOMING:

>>Emeraude forces have attacked the disposal plant we were investigating. They've taken control of the security system and are holed up in the deepest recesses of the facility.

We managed to lock all gates and limit their mobility, but due to fierce resistance from their leader, an AC, we have not been able to eradicate the strike team.

Locate and destroy the AC in charge of the strike team. We'll take care of the rest once this is complete. Good luck.<<

MISSION STRATEGY

The sneaks over at Zio Matrix trapped the mechs inside the plant. Storm in and wipe them all out.



Use rockets on the MTs throughout the level, then switch to your laser rifle after you face the final AC. You won't have enough ammo to use the KARASAWA-MK2 throughout the entire area, so use it wisely.



Twice in the mission you'll need to boost all the way up a tower from the ground to the top level. Because of this, your AC should be exceptionally light. A good booster is also in order. The ZBT-H4/T has the right amount of juice.



Attack only the flying MTs in your immediate path. Don't sacrifice the time, ammo, or armor points to deal with these inconsequential nuisances.



When battling the enemy AC, Blue Hand, use the small room to your advantage. Pin him against the wall with your laser fire until he can no longer move. All he can do is wait to explode.



Blue Hand likes to use the girders in the middle of the room as cover and blast at you between their small openings. If you can't pin him against the wall, position yourself so you and he are in the same half of the room. Don't waste any ammo trying to shoot him through solid metal.



As with most of the ACs you've battled so far, Blue Hand is deadly when it comes to in-your-face combat. Avoid getting in too close, as he will ignite his deadly laser blade and cut you to pieces. Before you know it, you'll be a smoking mass of metal.

CLEAR THE DISPOSAL FACILITY

MISSION DATA

Operation Name: Ladybug
Client: Zio Matrix
Opponent: Unknown
Place: Thorn Garden Disposal Facility
Weather: Cloudy
Start Time: 12:25
Estimated Success Rate: 70%
Reward: 44,000 Credits

COMMISSION

Theater of Operations: Thorn Garden Disposal Facility
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We'd like you to launch an attack on the Thorn Garden Disposal Facility. Our advance team was attacked during a routine investigation of the premises and we've lost contact with it.

We don't know who or what our enemies are, but clearly they're trying to interfere with our investigation. Eliminate all resistance you encounter within the facility.

Before contact was lost with the advance team, it indicated that a corrosive gas permeates the area of operations.

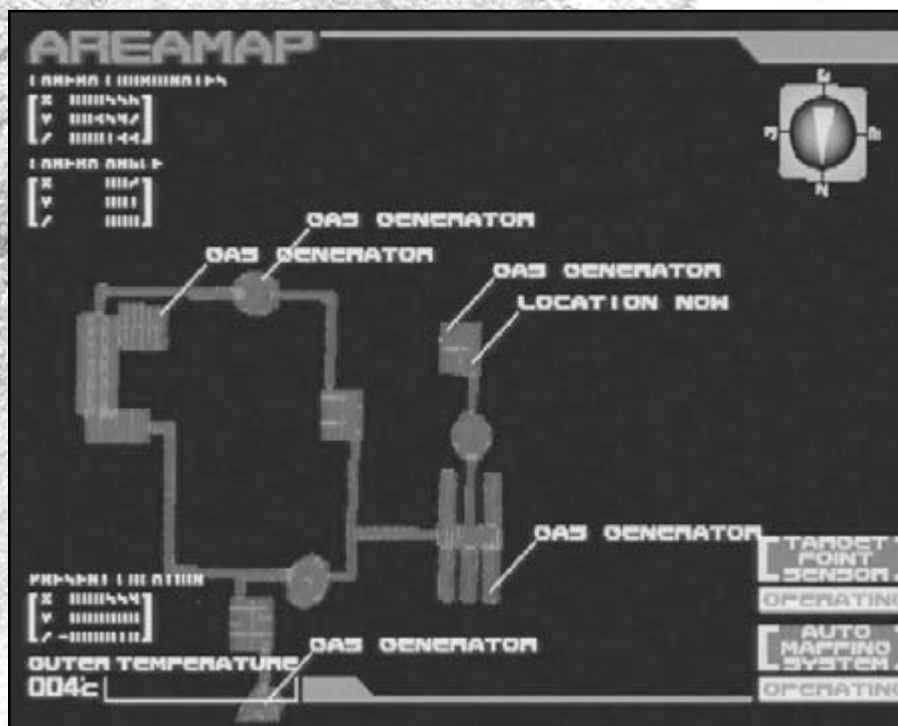
This hazard is probably a security measure run amok. And as I'm sure you can guess, it's not something you want to contend with. Eliminate all emission sources you come across.<<

CLEAR THE DISPOSAL FACILITY

MISSION STRATEGY

The disposal facility you visited last mission is now leaking toxic fumes. Your mission is to run through the building and destroy the gas sources.

Equip a lightweight AC, as weaponry comes second to speed. Every second you waste is another second you breathe the corrosive gas, and that causes your AP points to plummet. You've had timed missions before, but nothing where you were counting down your AP, not a clock. Talk about pressure!



There are five sources to destroy. This map helps guide you to the gas.



Don't worry about the MTs firing at you, concentrate on finding the gas emission sources first. The longer you wait to destroy the sources, the less time you have to complete the mission.



After you destroy all the gas sources, go back through the facility and eradicate the MTs.



After you complete all missions in the Thorn Garden mission area, the ELN-02SLD legs become available.

Colnart Bay City

Life by the water is great...if you can swim. Unfortunately, your AC could sink.

Average Difficulty: 05
Number of Missions: 6

MISSION DATA

Operation Name: Chorker
Client: Balena
Opponent: Emeraude
Place: Colnart Bay City
Weather: Cloudy
Start Time: 18:05
Estimated Success Rate: 63%
Reward: 34,000 Credits

COMMISSION

Theater of Operations: 23rd District of Colnart Bay City
Enemy Forces: (Unknown)
Objective: Escort the convoy to safety

MESSAGE INCOMING:

>>We've just been informed that Emeraude is planning an attack on our transport convoy. We want you to escort the convoy and ensure its safe passage.

The transports will be crossing Ford Bridge in Colnart Bay City this evening. Since the terrain is wide open, it's a prime location for an Emeraude attack.

Please escort the convoy while it traverses the bridge. If the convoy comes under fire, your top priority is its defense. All enemy attacks must be repelled.

The convoy should be out of danger once it reaches the safety of the city. You'll be reimbursed if no attack occurs, but our information is rarely wrong, so be prepared.<<

ESCORT TRANSPORT CONVOY

MISSION STRATEGY

You're in a new area, so of course, you need a new AC configuration. First, purchase the EWC-XP0808 ion pulse cannon. In fact, the cannon is so good, buy two of them and equip one on each shoulder. Next attach the ELF-XX33 quadruped legs. They not only carry the weight necessary to load your dual cannons, but they also provide the mobility and quickness you need.

The most important thing to remember about escorting a transport convoy is that it only matters that *they* make it to safety, not you. Put your AC on the line and take as many missiles meant for them as possible. You owe it to your client.



Enemy bombers always attack from the north in squads of three. When you start the mission, face north and strafe alongside the convoy to provide the ultimate protection.



When the bombers swoop in for the kill, shoot down all three flyers as they approach the bridge. If you let even one survive, you're liable to lose a member of your convoy.



Never boost your AC into the air to engage the bombers. One wrong turn could send you crashing straight into the water, and that ends your mission. Stay grounded and roll with your convoy for the duration of the mission.



The pulse cannons fire quickly, and that's one of the weapon's advantages.



Expert Ravens should save the entire convoy of three, but you only need to save one to successfully complete the mission.



Want a real Raven challenge? Shoot two of the three convoy members before the bombers appear and make it down the entire length of the bridge while saving the remaining one.

PROBE BALENA'S DEFENSES

PROBE BALENA'S DEFENSES

MISSION DATA

Operation Name: Morning Glory
Client: Emeraude
Opponent: Balena
Place: Falane Coast
Weather: Rain
Start Time: 7:20
Estimated Success Rate: 92%
Reward: 0

COMMISSION

Theater of Operations: Colnart Bay City, Falane Coast
Enemy Forces: Unknown
Objective: Destroy enemy forces and escape

MESSAGE INCOMING:

>>This mission request will require you to assess the strength of Balena's defense network, laid out along the Falane Coast.

The area of operations is closely monitored by Balena and once a breach has been detected I can assure you that their defense network will be activated.

If you are discovered, fight for as long as you can. There are no completion requirements for this mission, so you may abort at any time.

Please do not think that this means you should take the mission lightly. You'll be reimbursed depending upon the number of enemy units you destroy. Good luck.<<

MISSION STRATEGY

This mission can be as long or as short as you want it to be. MTs fire at you from all angles, and how many credits you're to be awarded after the mission is over depends on how many MTs you destroy.

The only catch is, to end the mission, you need to make it to your transport vehicle. If you blow up before you board, you not only get no credits, but you also have to restart the mission from scratch.



For every tank you destroy, you're awarded 2,900 credits. For every Guard MT (the flying mechs), the reward is a mere 2,000 credits. Destroy 50+ MTs total to receive a hidden part—the EWM-NAP-02.



Because credits are deducted for damage, don't stay in the battlefield if you're taking a beating. To exit the area, boost your way to the northern end of the field to locate your transport vehicle.



Beware of straying too far out of the area. Water circles the fighting grounds, and your AC sinks when it sets foot on the unfamiliar surface.



Stick with the EWC-XP0808 ion pulse cannons you equipped for the last mission. You need their quick firing and powerful bursts to destroy as many MTs as possible.



Because the tanks are worth more credits per kill, concentrate your firepower on the ground units. Look to the air for kills only when you're being bombarded with missiles from the Guard MTs.



An alternate weapon for the pulse cannon is the EWM-S612 missile launcher. Your opponents in this mission aren't very fast, and they rarely avoid the weapon's lock-on fire. On top of that, you can target more than one enemy at once, helping elevate your kill count and your bankroll all at once.

DEFEND THE SHIPYARD

DEFEND THE SHIPYARD

MISSION STRATEGY

Your AC's going to be doing a lot of running up and down a bridge in this mission, so head to the garage and ditch any heavy equipment. Due to the large amount of boosting required, your unit must be as lightweight as possible.

Equip weapons with both a good range and no lock-on, such as the EWR-M40. The ships are on the move, and only those ACs with excellent aim advance to the next area.

MISSION DATA

Operation Name: String Wire
Client: Balena
Opponent: Emeraude
Place: Colnart Bay City
Weather: Cloudy
Start Time: 5:45
Estimated Success Rate: 58%
Reward: 45,000 Credits

COMMISSION

Theater of Operations: 23rd District of Colnart Bay City
Enemy Forces: Battleships (Unknown number)
Objective: Stop the enemy battleships

MESSAGE INCOMING:

>>>A contingent of enemy ships is rapidly approaching the 23rd District of Colnart Bay City.

This district is home to our naval shipyard and is where construction of the company's newest warship is underway. The invaders have been identified as part of Emeraude's fleet.

We believe that they are going to attempt an amphibious landing in an effort to halt the construction of our new warship.

Attack the Emeraude forces from the bridge at the entrance to the bay and prevent their high-speed battleships from making a successful landing.

Once they pass the line of buoys, it will be very difficult to keep them from reaching their objective.

If even one ship slips through, the operation will be deemed a failure.<<<



As the mission begins, strafe to the west and destroy the first two waves of battleships, six total.



Boost east and get on the road that extends to the lighthouse. Fire your missiles at the two oncoming ships.



Return to the western portion of the bridge to encounter six more battleships in a row—perfect for you to sink one by one.



After destroying the ships out west, head down the road to the lighthouse to take down three additional boats.



Boost your way across the western bridge to battle the final three battleships. Blast them out of the water using your rockets.



If you don't think you've destroyed all the boats in a certain wave, one probably slipped by. Look on the other side of the bridge and bombard the boat with rockets to stop it from reaching the buoys.



To blast the boats, take them on from straight ahead. You have to lead your shots too far if you attempt to shoot them from the side.

ATTACK COASTAL DEFENSES

ATTACK COASTAL DEFENSES

MISSION DATA

Operation Name: Juliet
Client: Emeraude
Opponent: Balena
Place: Falane Coast
Weather: Cloudy
Start Time: 10:40
Estimated Success Rate: 42%
Reward: 65,000 Credits

COMMISSION

Theater of Operations: Colnart Bay City, Falane Coast
Enemy Forces: Gun Batteries
Objective: Destruction of all gun batteries

MESSAGE INCOMING:

>>We'd like you to launch an attack on Balena's Falane Coast defense network.

In an effort to keep the pressure on Balena, we're preparing an attack on their factories in Colnart Bay City, but first we must remove the threat presented by the defense network.

The defense network consists of gun batteries strewn over a wide area. Any attempt to attack their factories without first destroying the defense network would be doomed to failure. Good luck.<<

MISSION STRATEGY

Here's another mission where equipping a lightweight mech means the difference between success and failure. Configure your AC almost exactly the same as you did for the last mission; however this time you need weapons with lock-on capabilities. The EWG-HC-RAW hand rocket launcher works wonders. It might be slow, but the gun batteries are stationary targets, so you have plenty of time to blow them to dust.



Upon beginning the mission, boost to the left and destroy the two flying and two ground MTs firing at you. Take out these four menaces before continuing.



For every ground MT you destroy, you're awarded a bonus 1,500 credits. Unfortunately, there's no bonus for taking down the flyers.



Never stand still in front of one of the gun batteries, even if it appears closed. You never know when the doors will swing open, guns blazing in your direction.



Dodge-strafe back and forth in front of the gun batteries to avoid their fire. Continuously launch your hand rockets at the turrets while on the move.



You'll know a gun battery is about to open when you scan your weapon lock over the box and the lock turns green. That's your cue to start shooting, enabling you to take it out, sometimes before it can get off a shot.



Concentrate your efforts on one battery. If you maneuver between a number of open turrets, you'll catch fire from all of them at once. It's much easier, and safer, to methodically move down the line, taking out one gun battery at a time.



The second you feel fire coming at you from the sky, step away from any gun batteries you're battling and focus on shooting down the flying MTs. If you don't take them out quickly, they'll circle back around and fire at you until you send them crashing to the ground.

DISARM THE EXPLOSIVE DEVICES

DISARM THE EXPLOSIVE DEVICES

MISSION STRATEGY

It might not sound like a lot, but disarming the explosives under the bridge is actually one of the most difficult (and frustrating) tasks you'll encounter in the game. Half the difficulty comes from flying between bridge supports. The other problem is the vast number of Amphibious MTs circling the area, firing missiles at you as you attempt to cross the water.

The key here is to be able to recover in mid-air after being shot. Let go of the directional pad and hit the boost to set yourself straight. Sounds easy, right? Try it while five missiles buzz your head and you're inches away from dropping in the water.

MISSION DATA

Operation Name: Seesaw Game
Client: Colnart Bay City BOC
Opponent: Emeraude
Place: Colnart Bay City
Weather: Cloudy
Start Time: 5:20
Estimated Success Rate: 81%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: 23rd District of Colnart Bay City
Enemy Forces: Unknown
Objective: Disarm all explosives

MESSAGE INCOMING:

>>Ford Bridge, one of Colnart Bay City's main traffic arteries, has been commandeered by unknown forces.

The hostile forces have surrounded the area and are wantonly destroying any vehicles that approach the bridge.

To our horror, a scan that was run on the area discovered that the invaders have attached explosives to the bridge's supports.

If these devices are detonated, the flow of goods to and from the city will come to a standstill and the economy will suffer. Please locate and disarm all the explosives.

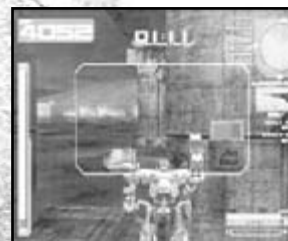
We don't know how much time is left before the charges detonate, so please commence your mission immediately. Good luck.<<



Run west along the bridge and drop to the third column away from out of bounds. Turn around and face east to find the first detonator hanging at your right.



Boost across the water heading east, avoiding damage from the Amphibious MTs. Land on the column and deactivate the mine to your left.



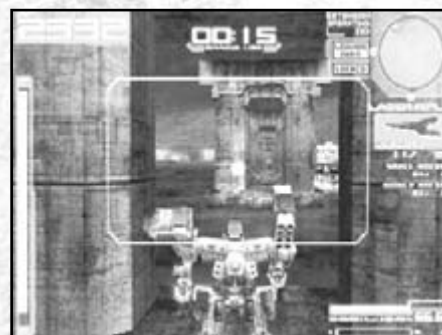
Continue heading east and fly to the next column. Here are two mines, one straight ahead to your right, the other hanging behind you to your left.



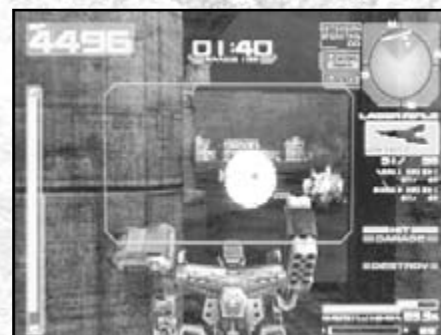
Keep your eastern route and fly to the next column. Turn behind you toward the left and deactivate the mine.



Boost across to the next column to the east, and once again deactivate the mine that's behind you and toward the left.



One more column to go. Continue east and land on your final destination. The last detonator is directly in front of you, hanging to your right.



For every Amphibious MT you destroy, you earn an additional 2,000 credits. But with only 3:00 to deactivate the explosives, you don't have time to battle boats.

DESTROY SUBMARINE

DESTROY SUBMARINE

MISSION STRATEGY

Your original mission might be to destroy the submarine, but what you don't know is that while doing so you'll also encounter an enemy AC. You need a lightweight AC equipped with both the KARASAWA-MK2 and the EWR-M40 back unit rocket launcher.

Use your rockets exclusively to take down the sub and the flying MTs circling overhead, then switch to the KARASAWA-MK2 to battle the AC. If you use the KARASAWA primarily throughout the entire mission, you won't have enough ammo to finish the job.

MISSION DATA

Operation Name: Black Whale
Client: Emeraude
Opponent: Balena
Place: Falane Coast
Weather: Fair
Start Time: 2:15
Estimated Success Rate: 64%
Reward: 68,000 Credits

COMMISSION

Theater of Operations: Colnart Bay City, Falane Coast
Enemy Forces: Submarine
Objective: Destroy the submarine

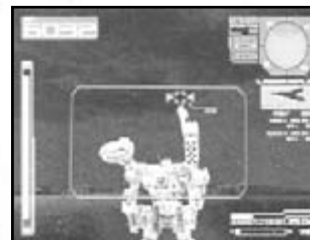
MESSAGE INCOMING:

>>A war is being waged in the depths of the Arkol Ocean, as each corporation vies for control of key ocean transport routes.

Zio Matrix and Balena must not be allowed to monopolize these. We're requesting your assistance to insure that they do not. The target is a submarine owned by Balena.

Our sources indicate that it will be departing its berth on Falane Coast tonight. Destroy the submarine before it can reach the ocean and submerge.

We ask that you carry out this request as quickly and efficiently as possible. That is all.<<



As the mission starts, destroy the flying MTs first. They'll become a health hazard if you let them attack while you're taking on the sub and the enemy AC.



Nail the MTs across the water from long range. They won't realize what hit them. Don't fly to engage them when you can destroy them from afar.



After destroying the flying MTs, stand on the ledge overlooking the submarine and fire rocket after rocket until it explodes. Don't worry about the enemy AC until the sub has been destroyed.



After the submarine catches fire, fly down the canyon and land on the back of the sub. This is your best vantage point to battle the AC.



By positioning yourself on the back of the sub, you catch the AC off guard as he initially has no way to secure a lock for his missiles. After he figures out he needs to strafe around you, use your KARASAWA-MK2 to blast him as he circles by.



Don't let the enemy AC get close to you. Not only do his laser-blade strikes take off huge amounts of life, but you also risk getting knocked into the water.



After all missions in Colnart Bay have been successfully completed, you're presented with the EWG-XC213 laser rifle.

Whiteland

This snow-covered land is full of chaos, and your job is to turn that chaos into violence.

Average Difficulty: 05

Number of Missions: 5

MISSION DATA

Operation Name: Mother
Client: Balboa City BOC
Opponent: Indies
Place: Ruins of Hilde
Weather: Fair
Start Time: 20:35
Estimated Success Rate: 84%
Reward: 34,000 Credits

COMMISSION

Theater of Operations: Whiteland Area, Hilde Ruins
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>Due to the recent escalation in the Indies' terrorist activities, we will be increasing our efforts to suppress them. Our first step is to launch attacks on all of their bases.

Please proceed to the group's Whiteland headquarters. Your objective is to seek out and destroy any of their forces taking refuge in the ancient ruins there.

The Indies are using the ruins as a storage depot and from all indications they've amassed quite a cache of weaponry.

Destroy any supplies you come across. Doing so will not affect the success of the mission, but you will be compensated for your performance. That is all.<<

INFILTRATE THE ANCIENT RUINS

MISSION STRATEGY

Twenty-two supply boxes are scattered throughout the ruins, and you must fly around and destroy them. The mission doesn't end, however, when you destroy the boxes, it ends after you've killed the final MT in the area. So it's possible to kill all the MTs and complete the level without blowing up a single container.

But, you get paid extra for every box you destroy, so blow up all the boxes before you finish off that final enemy.



For every box you destroy, you're awarded an additional 800 credits. Make sure you smash all 22.



Eight MTs and three gun turrets are spread out among the ruins protecting the boxes. The easiest way to defeat them is with your KARASAWA-MK2. The MTs go down with only one shot, while the turrets take five shots to destroy.



First take out the gun turrets, as they inflict the heaviest damage. Boost up and take out the first two at close range. Turn around and blast the third turret from long range with middle rockets such as the EWR-M40. They have the perfect range for this mission.



From your perch by the gun turrets, take out the MTs walking below you. You can kill them all without taking a single hit.



Upon destroying the MTs from the second floor, run around the level and blow out all of the walls except for the one in the far west. There's nothing inside, so don't waste the ammo.



After scouring the second level, hop down to the ground floor and destroy the 12 boxes sitting out in the open.



Boost toward the east and blow open the wall. Destroy the box inside, then fly to the wall in the far west. Blast the wall, then destroy the boxes inside before killing the last MT in the area.

ARCTIC BATTLE

ARCTIC BATTLE

MISSION DATA

Operation Name: Beat Bride
Client: Indies
Opponent: Zio Matrix
Place: Swen Iceberg Arena
Weather: Snow
Start Time: 10:50
Estimated Success Rate: 60%
Reward: 48,000 Credits

COMMISSION

Theater of Operations: Swen Iceberg Arena
Enemy Forces: Zio Matrix MTs
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>While conducting a survey in the Swen Iceberg Arena, one of our research teams made a remarkable discovery...a facility, predating the Great Destruction, buried beneath the ice.

However, the team we sent to secure the site was ambushed. We suspect that Zio Matrix is involved and that they hope to gain control of the facility for themselves.

Our reinforcements are being overwhelmed by the sheer number of enemy units. If this is allowed to continue, we'll lose both the security team and the facility.

Head to the front and eliminate those who oppose us. Should any of our units be damaged in the process, we will deduct the costs from your reward. Good luck.<<

MISSION STRATEGY

You're supposed to save the research team, but to complete the mission you don't need to. However, save as many of the friendly MTs as possible as you'll lose 6,000 credits for every one you fail to protect.

This area's filled with flying MTs on the prowl, gunning for you and the Indies. After you blast the MTs out of the air, finish them off in the snow, because the MTs transform into ground units and continue stalking the research team.



You don't gain any additional credits for saving the friendly MTs, you just avoid losing money.



When engaging the flying MTs from the air, the EAW-S604 rapid-fire missiles work best. The weapons have a fast lock and fire multiple shots at once.



Engage the flying MTs as far away from the research team as possible. This way, after they transform into the ground units, you'll have plenty of time to destroy them before they reach their targets.



The flying MTs attack in teams of three. If you'd rather destroy them from the ground than fight them in the air, stand in front of the oncoming squad and use a rocket launcher such as the EWR-M40 to knock them out of the sky.



Don't go crazy with your shots or your unit could be in danger of locking up.



Four friendly MTs need saving. Keep a close eye on them to make sure an enemy who might have slipped by you isn't eliminating its prey.



Have a good lock on the MTs after they hit the ground. They're incredibly evasive, and they dodge shots quicker than anything you've seen up to this point.

ATTACK THE STORAGE DEPOT

ATTACK THE STORAGE DEPOT

MISSION DATA

Operation Name: Heavens Gate
Client: Balboa City BOC
Opponent: Indies
Place: Ruins of Hilde
Weather: Cloudy
Start Time: 7:10
Estimated Success Rate: 59%
Reward: 40,000 Credits

COMMISSION

Theater of Operations: Whiteland Area, Hilde Ruins
Enemy Forces: Unknown
Objective: Destruction of all targets

MESSAGE INCOMING:

>>>We just learned that we were duped. The weapons cache you were sent to destroy the other day was a decoy. The actual weapon storage area is on the lower level.

We want you to return to the base and launch another attack. Your objective is the destruction of all weapon storage containers.

If the operation succeeds, the flow of weapons to and from the area will be halted. And at the same time, we will have weakened the Indies' terrorist movement. Good luck. <<<

MISSION STRATEGY

The last time you visited the ruins, your mission ended after you killed the last MT. This time, however, the mission ends after you destroy the last of the big containers spread throughout the area. This might not seem like that big of a distinction, but it changes the way you play through the level.

Before entering the ruins, equip a laser blade. The blade's not only useful for destroying the crates, but it also comes in handy for breaking down walls.



Don't battle the MTs on the floor on which you start out. Jump down the hole to reach the lower level, where all the action is.



Use your radar to determine how many enemies are behind a wall, then use your weapon's lock-on capabilities to figure out what types of enemies you're about to face, whether they're in the air or on the ground.



Take cover behind the boxes you were sent to destroy. Many times this not only saves you from damage, but the enemy breaks the box for you.



It takes two shots with the KARASAWA-MK2 or one swipe with your laser blade to destroy the ground MTs in the ruins.



This map shows the ruins from the multi-leveled beginning to the area's end point.



There are 33 boxes you can destroy, but you only need to break apart the larger, lighter-colored crates to defeat the level. Blast every box you see, though, because you get paid an additional 1,000 credits for 23 of the 33 total destroyed.



If you find yourself in a serious fire-fight against enemy MTs, remember, you don't need to kill them all to complete the mission. Sometimes it's better to run away, even if that's not exactly the mercenary's motto.

ATTACK ZIO MATRIX PATROL

ATTACK ZIO MATRIX PATROL

MISSION STRATEGY

The Zio Matrix patrol already ambushed one team, and now they're waiting for you. Be prepared for an explosive battle where you'll be lucky to complete the mission with more than five missiles left in your arsenal. Because of this, you'll need to overhaul your AC before you head into the fight.

Switch your mech from lightweight to heavyweight, equipping quadruped legs and a variety of lock-on missile types such as the EAW-S604 arm unit and the ZWM-LD2/1DA. Don't equip the optional part SP-M/Auto for this mission as it fires all missiles automatically as they lock.

After completing this mission, you might think that you're finished with the Whiteland area. But much like the Zearm Desert missions, another mission will open in the area later in the game. Periodically check back to the Whitelands to tackle the final challenge.

MISSION DATA

Operation Name: White Rabbit
Client: Indies
Opponent: Zio Matrix
Place: Swen Iceberg Area
Weather: Blizzard
Start Time: 7:30
Estimated Success Rate: 45%
Reward: 37,000 Credits

COMMISSION

Theater of Operations: Swen Iceberg Arena
Enemy Forces: Arctic MTs
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We've lost contact with the advance team that was sent to investigate the Swen Iceberg Arena of the Whiteland Region. It appears the team was ambushed by a Zio Matrix patrol.

Judging from their last transmission, they encountered an enemy force consisting of MTs equipped for Arctic combat.

If this is the case, we are at a serious disadvantage and cannot guarantee that another attempt will yield better results.

We therefore request your assistance. Please head to the northeast corner of the Whiteland Region. Seek out and destroy the Zio Matrix patrol.<<



Because the mission takes place during a blizzard, it's impossible to see what's going on around you. Equip extra radar to your back to help guide you through the area.



Don't fire missiles that shoot from the side at enemies standing on a hill. Often the missiles strike the side of the mountain. Use your boost to get above MTs and blast them from above.



When engaging more than one MT at a time, circle-strafe around the group and watch as the MTs from the back blast their own team in a bit of deadly friendly fire.



Be careful where you boost. A bunch of white floating mines are released by the units encountered during the mission and they're difficult to see until it's almost too late.



Due to the small battlefield, pay attention to the out-of-bounds alert. Don't forfeit your mission by boosting into the wrong area.



The closer you are to your target, the more chance you have to hit it with your missiles. Boost up to your enemies while firing.

ERADICATE UNIDENTIFIED UNITS

ERADICATE UNIDENTIFIED UNITS

MISSION STRATEGY

Anyone suffering from arachnophobia might want to skip this next mission, the last of the Whiteland area, as disgusting spider-mechs creep along the ground throughout the Hilte Ruins. Equip your mech with three weapons to make sure you don't run out of ammo, and also equip a laser blade.

Your mission is not to stomp out all the spiders—you need to discover their source and wipe it out. You might be thinking it's the return of Sweet Mamma, but it's nothing so frightening (or so hideous). It's a simple machine that you can take out with a few jabs of your blade.

MISSION DATA

Operation Name: Longest Way
Client: Indies
Opponent: Unknown
Place: Ruins of Hilte
Weather: Fair
Start Time: 18:30
Estimated Success Rate: 75%
Reward: 45,000 Credits

COMMISSION

Theater of Operations: Whiteland Area, Hilte Ruins
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>This is a rather unusual request. Numerous unmanned armored weapons of unknown origin have overrun our weapons storage facility. They're on a rampage and we need assistance.

Attempts have been made to remove them from the facility, but there are just too many. We're still trying to figure out where they're coming from.

Our best guess is that it may be linked to relics recently discovered in the depths of the facility. We can't confirm this, but they don't seem to be the work of the corporations.

In any case, we request that you proceed to the facility and destroy them all. Good luck.<<



With most weapons, it takes two shots to destroy a spider from far away but only one from up close. Shoot them quickly before the rest of the pack attacks.



Boost up to the ledge and pick off the spiders from above. Because the spiders can't attack you in groups, you'll save a ton of armor points.



The spiders can home in on you pretty quick, especially in groups. As shots fly at you from all directions, use your boost to hop, dodge, and strafe while firing back at the ugly enemies.



When you see reinforcement spiders bust through the wall, run through the opening to discover a hidden hallway that leads to the spider-making machine.



To avoid wasting ammo, stand close to the machine and use your laser blade to destroy it. Do it quickly, otherwise you could be back-unit deep in spiders.



After all missions in the Whiteland area are complete, you're able to use the ZLN-01/BARREL legs.

ATTACK SPACESHIP DOCK

Balboa City

Average Difficulty: 06

Number of Missions: 4

MISSION DATA

Operation Name: Vigor Vigor
Client: Emeraude
Opponent: Zio Matrix
Place: Space Development Laboratory
Weather: Fair
Start Time: 11:40
Estimated Success Rate: 83%
Reward: 22,000 Credits

COMMISSION

Theater of Operations: Zio Matrix's Space Development Laboratory
Enemy Forces: Unknown
Objective: Survive for the allotted amount of time

MESSAGE INCOMING:

>>Plans have been set in motion for a raid on Zio Matrix's Space Development Lab, located in Balboa City.

Zio Matrix scientists are hard at work there, planning for the redevelopment of the lunar surface. Our objective is to delay these plans and obtain materials related to the project.

Your specific duty is to launch an assault on the forces defending the construction dock. Meanwhile, we'll use the confusion created by your attack to sneak into the lab.

Once the attack begins, reinforcements are sure to be called in. You must keep them occupied until we've accomplished our mission. We'll signal you when it's time to go.<<

ATTACK SPACESHIP DOCK

MISSION STRATEGY

You have 3:00 to survive an onslaught of flying MTs. If you don't want to fight them, jump to the bottom level and hide out in the easternmost corner. From there, just chill and watch the clock tick down to zero, because only a few MTs will ever venture into your area. Then all you have to do is evacuate, and that's as easy as boosting to the top and opening a door.



If you don't feel like taking on all the MTs at once, hide in the east corner. You only need to battle a few MTs to pass the mission test.



If you feel like fighting, there is a special bonus for you. For every flying MT you destroy you're awarded 900 credits, and for every container, you get a whopping 500.



Strafe while firing in the air to blow the MTs to bits. There are a lot of them, but they're not difficult to destroy.

DEFEND DEVELOPMENT LAB

DEFEND DEVELOPMENT LAB

MISSION DATA

Operation Name: Single Girl
Client: Zio Matrix
Opponent: Unknown
Place: Space Development Laboratory
Weather: Rain
Start Time: 0:45
Estimated Success Rate: 65%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: Zio Matrix's Space Development Laboratory
Enemy Forces: Unknown
Objective: Defend the spaceship dock

MESSAGE INCOMING:

>>We've just received word that an attack is being planned on our Space Development Laboratory in Balboa City.

Our best guess is that the attackers aim to disrupt our ongoing redevelopment operations relating to Mars. But as of this briefing, we still do not know who they are.

This is due to the fact that so many different groups are willing to engage in hostilities against us, in order to obtain information pertaining to our redevelopment plans.

A team of defenders is being assembled to deal with this upcoming attack. We'd like you to be part of this team. Your assigned sector is Space Dock Number 3.

Destroy any who attempt to gain access to the facility. Our stance on this matter is shoot first, ask questions later. Good luck.<<

MISSION STRATEGY

In the space dock you encounter an enemy AC named Supernova. He's an ultra-fast heavyweight mech equipped with quadruped legs and a high-powered energy weapon.

To defeat Supernova, develop a heavyweight mech of your own. Go with the ELF-XX33 quad legs along with the EAW-H801 arm unit that fires superheated missiles. As a backup weapon, also equip the ZWX-E90/MAC dual plasma cannons. That provides the firepower necessary to take down the evil mech.



You can get Supernova stuck in a corner, vulnerable to your every attack. Back straight up and strafe to the left, but don't shoot. Supernova comes forward to attack you and gets stuck behind a metal girder. This only works occasionally, so don't depend on it as your only strategy.



If you can't trap Supernova behind the pillar, you'll have to find another way to kill him. If you're standing on the ledge above, he'll avoid your fire by hiding directly beneath you. Use your boost to fly and target Supernova with your missiles as you strafe from one ledge to the other.



Don't feel like you're protected if you seek cover behind a box. Supernova's energy weapon is so powerful, it'll blast the box and destroy you at the same time.



You can't win a straight-on confrontation with Supernova. Snipe from the catwalk, shoot while on the move, but never stand in front of the deadly machine and think you can take him out.



For those of you who don't like the heavy mechs, you can build a lightweight bipedal that can do some damage, but move quickly to defeat Supernova. Try the ELN-070 legs along with the EAW-S604 rapid-fire missiles.



Because you have to jump around so much in this one-on-one showdown, equip the optional part SP-M/AUTO. This enables you to fire automatically after your missiles lock on.

ATTACK THE TRAIN

ATTACK THE TRAIN

MISSION STRATEGY

A mission with no enemies attacking you might sound strange, but don't worry, the challenge is definitely up to par. There's a train speeding your way with a high-powered corporate type on board. Your means of assassination doesn't involve any type of confrontation. You're a mean mercenary, so you're taking out the entire train.

The key to completing your mission is being able to run alongside the train while blasting the individual target parts. Destroy all seven targets before the train bullets through the station to collect another check.

MISSION DATA

Operation Name: Quick Fire
Client: Emeraude
Opponent: Government
Place: Balboa City Subway System
Weather: Cloudy
Start Time: 19:50
Estimated Success Rate: 47%
Reward: 30,000 Credits

COMMISSION

Theater of Operations: Balboa City Subway System
Enemy Forces: None
Objective: Destroy the train

MESSAGE INCOMING:

>>This operation involves the assassination of an important corporate rival.

The target will be traveling aboard a special train via the Balboa City Subway System. Your mission assignment is to infiltrate the subway system and destroy the train.

The train is capable of very high speeds, making it a difficult target. But given your qualifications, we're confident you'll succeed.<<



To keep up with the train, equip quadruped legs. The ZLF-TR05/INTS provide the most mobility, something you'll need to maneuver quickly backward while firing.



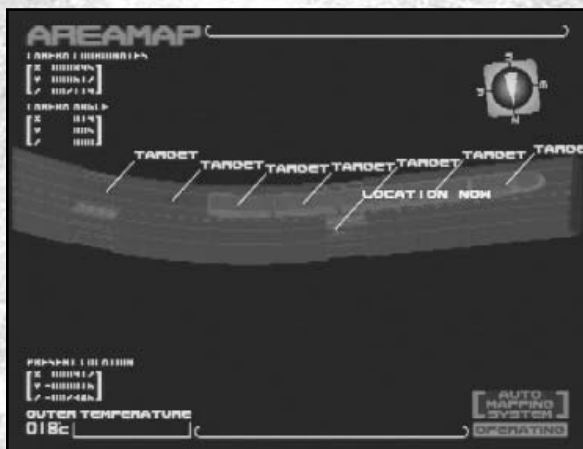
The KARASAWA-MK2 is once again your weapon of choice. It takes about five shots at each of the compartments to destroy the target.



While firing at the train, do not run into the pillars that separate the two tracks. It will slow you down enough to let the train escape.



Run down the tunnel and blast the front of the train before it reaches the point where you started the mission. This saves you some time as you attempt to destroy the other six compartments.



This map shows the seven pieces of the train you must destroy to complete the mission.

DESTROY SPACE TRANSPORT

DESTROY SPACE TRANSPORT

MISSION STRATEGY

While under constant assault from MTs, you must make your way down to the spaceship and destroy certain parts (similar to how you destroyed the train).

Due to the insane amount of fire aimed your direction, equip your AC with some big guns, not only to take out the MTs, but also to take out the spaceship before you get hit one too many times.

MISSION DATA

Operation Name: Cold Night
Client: Emeraude
Opponent: Zio Matrix
Place: Space Development Laboratory
Weather: Fair
Start Time: 22:20
Estimated Success Rate: 48%
Reward: 40,000 Credits

COMMISSION

Theater of Operations: Zio Matrix's Space Development Laboratory
Enemy Forces: Unknown
Objective: Render the space transport inoperable

MESSAGE INCOMING:

>>Plans are now underway to re-establish the defunct Martian division of our company. In an effort to fortify our position, we must put a halt to Zio Matrix's interstellar shipping.

Your mission target is the next-generation space transport, Ixer. The spaceship is currently docked at Zio Matrix's Space Development Laboratory.

Given the size of the spaceship, its complete destruction would be both unreasonable and difficult. But, by destroying certain key points, it could be rendered inoperable.

Putting the spaceship out of commission would be a devastating blow to Zio Matrix's interstellar transportation network. We're counting on you, Raven.<<



The ZWX-E90/MAC is the weapon you need to clear the area of MTs and destroy the spaceship. To carry the heavy weaponry, equip the ELF-XX33 legs.



You don't need to destroy every MT to complete the mission, but you get bonus money for each kill. Guard MTs are worth 1,500 apiece, the M Battery gun turrets are worth 500 a pop, while regular MTs get you 2,500 credits a carcass.



Because MTs hide around corners, equip the EAW-S604 arm unit. The missiles this launcher fires not only lock on enemies in a split second, but they also can maneuver around the same corners that the MTs use for cover.



Be careful when opening doors. Enemies on the other side fire as the doors open, so boost backward to avoid the oncoming missiles.



When entering the room with the spaceship, don't immediately blow up your main target. Focus instead on the six gun turrets shooting at you from above. Stay to the left side of the second level and lock on the turrets to destroy them.



Target the front two pieces of the spaceship first, before they slip out of range. After they're destroyed, use your plasma cannon to blast the final three sections and leave the ship vulnerable.



Upon completing all missions in Balboa City, you receive a new back unit, the ZWM-M55/6.

RESCUE VIP

Earth Central

Average Difficulty: 07
Number of Missions: 3

RESCUE VIP

MISSION STRATEGY

Seven MTs roam the city streets, and you need to creep around town (without using your boosters) and eliminate them one at a time, just like a true assassin should.

Even though the mission objective states "Rescue VIP" there's really no rescuing involved. Just concentrate on what you do best—cold killing.

MISSION DATA

Operation Name: Discrete Fire
Client: Earth Central BOC
Opponent: Indies
Place: Satellite City No. 4
Weather: Fair
Start Time: 21:20
Estimated Success Rate: 34%
Reward: 32,000 Credits

COMMISSION

Theater of Operations: Earth Central
Satellite City 4
Enemy Forces: MTs (7)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We've just received a report indicating the outlaw Indies organization has kidnapped a Government VIP and retreated into one of our satellite cities.

They're demanding concessions from us and are using the VIP as a bargaining chip. We have no intention of yielding to their demands and cannot allow the official to be harmed.

We'd like you to conduct a rescue operation. Your mission objective is to infiltrate the city, destroy all enemy forces, and rescue the hostage.

If it's discovered that we've hired a Raven, they'll execute the hostage for sure. Enter the city undetected and eliminate the perpetrators before they can raise the alarm. That is all.<<



From your starting point, sneak forward and toward the left until you reach the first building, then sidestep around the building, continuing to move toward your left. Look on the radar to peep the location of your first victim. Destroy the MT while maintaining your cover behind the building.



After taking out the first MT, move west clockwise, constantly checking your radar for red dots. Eliminate one MT at a time while staying out of view.



Continue moving west around the city, making sure that you finish off any MTs you encounter immediately. Any missed shots or moments of hesitation mean the VIP will eat a bullet.



The KARASAWA-MK2 makes the perfect assassin's tool. It fires quickly and eliminates foes in only two shots.



Remember, even though the mission's entitled "Rescue VIP" the mission's really about discreetly destroying MTs. Don't waste your time attempting a one-mech rescue.



As you creep around from building to building, steal quick glances down the street to see if any enemies lurk nearby, or down on the other end of the block for that matter. Be on the lookout for moving lights. Each MT carries a flashlight, which makes them easier to detect in the darkness of the city's night.

ELIMINATE UNMANNED WEAPONS

ELIMINATE UNMANNED WEAPONS

MISSION STRATEGY

What seem like hundreds of nasty little bugs have infiltrated the city streets and your job—temporarily you hope—has changed from mercenary to exterminator. You'll need plenty of patience and plenty of ammo to make it through this mission, as there are more bugs crawling through these streets than you could ever imagine.

MISSION DATA

Operation Name: Silent Police
Client: Earth Central BOC
Opponent: Disorder
Place: Satellite City No. 4
Weather: Rain
Start Time: 11:35
Estimated Success Rate: 60%
Reward: 48,000 Credits

COMMISSION

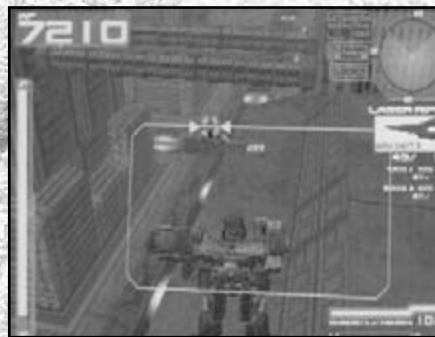
Theater of Operations: Satellite City No. 4
Enemy Forces: Unmanned Armored Weapons (Unknown number)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>A sizable force of unmanned weapons is rampaging through one of our satellite cities. Proceed to the area immediately and provide assistance.

Your targets are referred to as Disorders and were originally discovered on Mars. We'll look into the reason for their manifestation later, but for now, concentrate on their removal.

All citizens have been evacuated from the city so that won't be a concern, but we'd also like to minimize any further damage to its infrastructure. That is all.<<



Pack three main weapons to make it through the mission with enough ammo. The three that seem to work the best are the KARASAWA-MK2, the EWR-M40, and the ZWR-S/60.



Quadruped legs are not recommended for this area. The wide body is prone to running into things on the street (lights, cars) and credits are deducted for everything you destroy during the mission.



If you see more than five bugs clumped together on the street, don't confront them from the ground. Take to a high rooftop to get out of their range while sniping them with your laser rifle.



Avoid the use of lock-on weapons when facing the bugs. Most missile launchers fire multiple missiles at a target, and because the creepy critters are easy to kill, you're just wasting ammo.



Even with three weapons, there are so many bugs that you'll be dangerously close to running out of ammo by the end of the mission. Make every shot count.



Don't attack the bugs with your laser blade. Because they travel in packs, by the time you swing at one, three more will be all over you. Boost to a rooftop and blast them with your rockets.

ELIMINATE INTRUDER

ELIMINATE INTRUDER

MISSION STRATEGY

Ever wonder why you're working for an organization that doesn't allow your kind to walk down the street? Then again, when you're a mercenary, you don't have time for questions. Actually, when battling the rival Raven, Unfettered, in Earth's domain, you won't have time for much of anything besides shooting your plasma cannon and hoping for the best.

Before going into battle, equip your AC with the ELF-XX33 quadruped legs and the ZWX-E90/MAC dual plasma cannon. This is a heavy mech, but also one that's extremely hard hitting. If you prefer a lighter AC, go with the ELN-070 bipedals and a lightweight missile launcher such as the EAW-H801.

MISSION DATA

Operation Name: Memory Symbol
Client: Earth Central BOC
Opponent: Raven
Place: Earth Central
Weather: Fair
Start Time: 13:00
Estimated Success Rate: 34%
Reward: 70,000 Credits

COMMISSION

Theater of Operations: Earth Central, Central Garden area
Enemy Forces: AC (1), MTs (2)
Objective: Destroy the target AC

MESSAGE INCOMING:

>>Earth Central, the Government's capital city is under attack by a Raven.

Ravens are strictly forbidden from entering the Earth Government's domain. Our garrison is in pursuit of the intruder and has him surrounded in the Central Garden area.

We could easily remove this pest with a massive display of force, but we'd prefer not to advertise that a Raven has penetrated our inner sanctum. You are our last resort.

We'll make an exception for this mission only, and provide you with access to Earth Central. This is the first and last time a Raven enters the city through the Front Gate.

The target has survived repeated attacks, suggesting that he is a fighter of great skill. Exercise extreme caution and understand, we expect a flawless mission.<<



Before focusing on Unfettered, take out the two MTs sniping you from the ledge. Fly up and blast the first MT from close range, then use your cannon to blast the second MT from across the courtyard.



Once you've destroyed the MTs, remain on the ledge. Unfettered likes to hide directly beneath you, but if you wait long enough, he'll get bored and attempt to engage you in combat. Have your plasma cannon ready and blast him as he peeks his head out, then blast him again as he charges.



Shoot Unfettered by slowly strafing across the ledge while aiming your cannon down toward where he's hiding. As you strafe farther away from his position, a shot opens up. Take it quickly, as Unfettered is on to your plan.



Never attempt to battle Unfettered from close range. His blade is so powerful, it can kill you with one lethal swipe.



If the plasma cannon doesn't fire fast enough for you, try an alternate weapon such as the EAW-H801 arm unit. As you fire your missiles, even if you don't hit Unfettered, your shots usually strike the missiles he fires at you, protecting you from taking damage.



As Unfettered attempts to engage you on the ledge, blast him with your missiles. As he attempts to dodge, he sometimes gets stuck up against the wall. Continuously nail him with shot after shot.



Upon completion of all the levels in the Earth Central mission area, you're given the ELS-7880 arm unit.

DEFEND THE FORTRESS

Scissors Forest

If a mech falls in a forest but no one's around to hear it blow up, does it make a sound?

Average Difficulty: 06
Number of Missions: 3

MISSION DATA

Operation Name: First Noel
Client: Emeraude
Opponent: Zio Matrix
Place: Scissors Forest
Weather: Fair
Start Time: 23:50
Estimated Success Rate: 50%
Reward: 36,000 Credits

COMMISSION

Theater of Operations: Scissors Forest, outside Kregg Fortress
Enemy Forces: Unknown
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We've just received word that Kregg Fortress has been attacked by Zio Matrix forces. The attackers were repelled, but the fortress's security system was damaged during the battle.

With the security system offline, the fortress is vulnerable to a follow-up attack. Zio Matrix is sure to try again and without intervention the fortress will be destroyed.

We therefore ask that you protect the fortress until the security system can be brought back online. We'll be able to provide assistance once the repairs are complete.

We are counting on you to give us the time we need. Good luck.<<

DEFEND THE FORTRESS

MISSION STRATEGY

Wave after wave of MTs swarm the fortress, and it'll take every missile you can hold to stop them.

There are too many enemies to worry about packing rifles or laser blades—you need missiles. Equip a quick-moving AC unit with the EAW-S604, and two ZWM-M55/6 missile launchers. Next, head into your optional parts and equip the SP-M/AUTO. This automatically fires missiles after they reach full lock-on.



When up against an onslaught of MTs, take to the air. This way you can lock on multiple targets at once while avoiding any face-to-face confrontations.



With your missiles turned to automatic lock-on, you can concentrate on dodge-strafing and boost-strafing back and forth to avoid enemy fire.



The battlefield is super small. Do not boost too far away from your starting point or you might end up flying out of bounds.



Even though there's a mission timer, when the clock runs out, the mission's not over. The operator tells you that they're sending reinforcements to support your battle, but you won't get much help. Continue to fight for your life as you've been doing the entire mission.



If you're looking for a challenge, equip only a low-end machine gun with lots of bullets and the ELS-7880 laser blade. The blade destroys MTs with one hit.



If you're running low on armor points as the time limit runs out, boost toward the fortress. The security system is back up and some missiles are launched out of the fortress and toward the MTs. It's not much, but it might be enough to save your life.

ESCORT AC PARTS TRANSPORT

ESCORT AC PARTS TRANSPORT

MISSION STRATEGY

This mission is home to one of the coolest double-crosses in the game. Why anyone would tell a mercenary like yourself about a new part being transported is beyond belief. It's like they're asking for you to steal it. So that's exactly what you're going to do.

As the mission starts, don't bother with enemies. Walk up to the transport and destroy it. Pick up the part off the ground and the mission automatically ends. They call it a failure. We call it grand theft. Head to the garage and check out your new head, the EHD-SCOPEYE. Now restart the mission and all is forgiven.

MISSION DATA

Operation Name: R-A-F
Client: Emeraude
Opponent: Unknown
Place: Scissors Forest
Weather: Misty
Start Time: 5:50
Estimated Success Rate: 70%
Reward: 46,000 Credits

COMMISSION

Theater of Operations: Scissors Forest outside Gregg Forest
Enemy Forces: Unknown
Objective: Escort and defend the transport

MESSAGE INCOMING:

>>We are requesting an escort for a shipment of our newly developed AC part. Our competitors would very much like to acquire this part and have already attempted to seize it.

The part has been kept safe until now, but we've decided it's time to move it from our development lab to a more secure location, specifically, Gregg Fortress.

Should news of this get out, the transport will undoubtedly be attacked. We want you to escort the transport and make sure the part arrives safely at Gregg Fortress.

Eliminate any resistance you encounter and make certain that the transport is not intercepted.

Good luck.<<



After destroying the transport, steal the part. Sure, your mission ends, but now you have a more advanced head.



You need fast-targeting missiles to defeat the AC. The EAW-H801 arm unit's super heated missiles take it out the quickest.



Check your radar the moment the enemy AC is announced and scan the forest to face in its direction. As it swoops in to attack the transport, use your missiles (on auto lock-on fire) to devastate it with your wicked weaponry.



As the enemy AC fires missiles at you, use your boost to jump up before impact to avoid taking the hit.



Draw the battle away from the transport to ensure its protection. This helps the vehicle avoid getting hit by the enemy AC and by any stray missiles you fired in the same general direction.



With the automatic lock-on fire, you'll waste a number of missiles. As a backup weapon, equip the ZWM-M55/6 missile launcher. It can fire up to six missiles at once.



Avoid boosting between the trees. They block your vision enough that you'll lose sight of the AC. This enables it to sneak up behind you and take you out with its laser blade.



When dodging attacks near the transport, do not boost too far away from the AC. If you try to run and it doesn't follow, it's because the AC's attempting to destroy the transport, not you.

DESTROY MISSILE BATTERIES

MISSION DATA

Operation Name: Blitz Tactics
Client: Zio Matrix
Opponent: Emeraude
Place: Scissors Forest
Weather: Fair
Start Time: 22:25
Estimated Success Rate: 65%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: Scissors Forest outside Gregg Forest
Enemy Forces: MTs (unknown number)
Objective: Destroy all missile batteries

MESSAGE INCOMING:

>>Recently, many of our transport convoys have come under attack while traveling in the vicinity of the Scissors Forest. The losses we are sustaining are entirely unacceptable.

Reconnaissance reports indicate that these attacks are originating from Gregg Fortress, a nearby Emeraude stronghold. We must take steps to insure the safety of our transports.

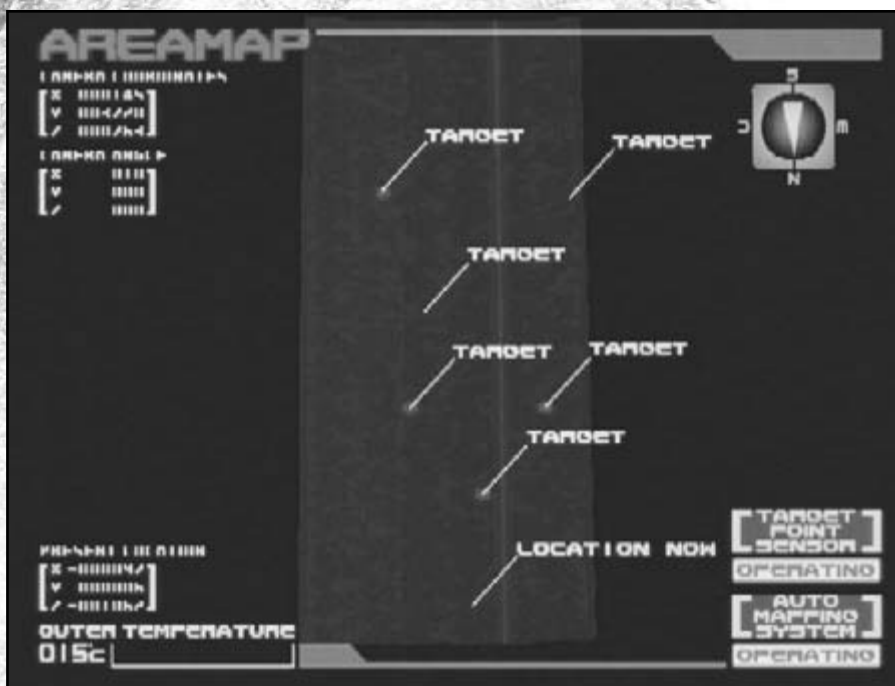
A ground-based assault on the fortress is out of the question; instead we will retaliate using our heavy bombers.

In order for our attack to be successful, the base's ground-to-air missile batteries must be taken out before the bombers arrive on-scene. You'll need to move quickly.<<

DESTROY MISSILE BATTERIES

MISSION STRATEGY

In this straightforward mission you must run around and destroy six gun batteries spread throughout a battlefield. It takes only three shots with the KARASAWA-MK2 to take out each battery, but you also need to contend with a number of flying MTs, not to mention missiles flying at you from the fortress you saved a few missions back. How's that for payback?



This map details the locations of the six batteries from the starting point of the mission.



When you see flying MTs approach, stop what you're doing and destroy them. Aside from the missiles flying at you from the fortress, these MTs pose the biggest threat to your health.



After completing all missions in the Scissors Forest area, you receive the INW-RV-08.

ELIMINATE HIJACKER

Folk City

They hire you to turn down the heat, then they hire you to turn it back on. Are you mercenary or a repairman?

Average Difficulty: 07

Number of Missions: 6

MISSION DATA

Operation Name: Tag
Client: Balena
Opponent: Unknown
Place: Retzki Armament Lab
Weather: Fair
Start Time: 14:25
Estimated Success Rate: 60%
Reward: 46,000 Credits

COMMISSION

Theater of Operations: Retzki Armament Laboratory
Enemy Forces: MTs, Prototypes
Objective: Destroy the target MT unit

MESSAGE INCOMING:

>>An MT has penetrated the Retzki Armament Lab, hijacked a number of our prototypes along with their control mechanism, and is now running rampant throughout the facility.

The prototypes are self-detonating mines that, when completed, will function as stand alone units. But, at this point in their development cycle, an operating mechanism is required.

Once this mechanism has been destroyed, it should be easy to neutralize the prototypes. Infiltrate the lab immediately and destroy both the intruder and control mechanism.<<

ELIMINATE HIJACKER

MISSION STRATEGY

If you thought the floating mines you faced before were tough, wait until you get a load of these experimental numbers over at the Retzki Armament Lab. They're aggressive and fast, and you can't walk through a door without them exploding in your face.

Equip a heavyweight AC with dual ion pulse cannons and the KARASAWA-MK2. You also need quadruped legs for added mobility as you attempt to dodge and fire at the homing mines.



Head down the corridor and walk through the door to the south to encounter your first prototype. Continue down a long hallway, then blast four more prototypes as you enter the next room.



Boost through the door to the east to enter another long hallway. Open the door and enter the next room, but do not shoot out the glass. All you'll do is unleash an onslaught of flying prototypes your way.



Go through the door at the end of the room and follow the hallway around to the left. Enter the next door to encounter five of the floating mines you just saw through the glass.



After destroying the mines, go through the door in the northern end of the room. Here you encounter one more prototype. Follow the hallway around to the right, then to the left, but as the hallway bends left, watch out for the flying prototype blocking your path.



Open the door and engage the six prototypes charging in your direction. Blast each of them once with your rifle to finish the job. Go through the door on the west wall. Continue west through another door and down another hallway. This is where you'll find the target.



Take out the mines as you walk in, then set your sights on the target and blast it with your ion pulse cannons. To complete the mission, you don't need to kill everyone in the room, just the target.



When opening a door, press against it, then boost backward while opening the door at the same time. This prevents explosions from blowing up in your face.

TEST FACILITY'S DEFENSES

TEST FACILITY'S DEFENSES

MISSION STRATEGY

Emeraude's paying you to basically rip through their laboratory and trash everything as quickly as possible. It's gotta be nice to have that kind of loot.

Anyway, you get paid a bonus depending on how fast you finish the mission, but because of the vast number of enemies, you want a heavier AC. Equip the KARASAWA-MK2, the ion pulse cannon, and the EWR-L24 rocket launcher to a set of powerful quad legs and you're ready for business.

MISSION DATA

Operation Name: Cross Fire
Client: Emeraude
Opponent: None
Place: Kyetris Military Laboratory
Weather: Cloudy
Start Time: 13:00
Estimated Success Rate: 64%
Reward: 48,000 Credits

COMMISSION

Theater of Operations: Kyetris Military Lab
Enemy Forces: Guard MTs
Objective: Destroy all lab defenses

MESSAGE INCOMING:

>>We'd like you to participate in a test of the defense system in place at Kyetris Military Laboratory.

In order to be thorough, the test will cover the entire facility. Your mission is to defeat all lab defenses within a given time limit.

The results of the test will allow us to prepare an environment with the ability to fend off attacks launched by the Indies or other corporations.

For this reason, we need to simulate the worst possible scenario. Do not hold anything back. You will be rewarded depending upon how quickly the mission is accomplished. Good luck.<<



The timer gives you five minutes to destroy the lab, but you should do it in about three. Run down the first hall and take out the four MTs. Hop on the turbo lift and turn to the north as you ride down to the next level.



Blast the two MTs at the bottom of the lift, then go through the hallway to hit one more MT. Walk through the next door to find one more MT along with four security guns on the ceiling.



Head through the doorway on the southern wall to find seven MTs. Buck them all down with your laser rifle and head through the door on the east end.



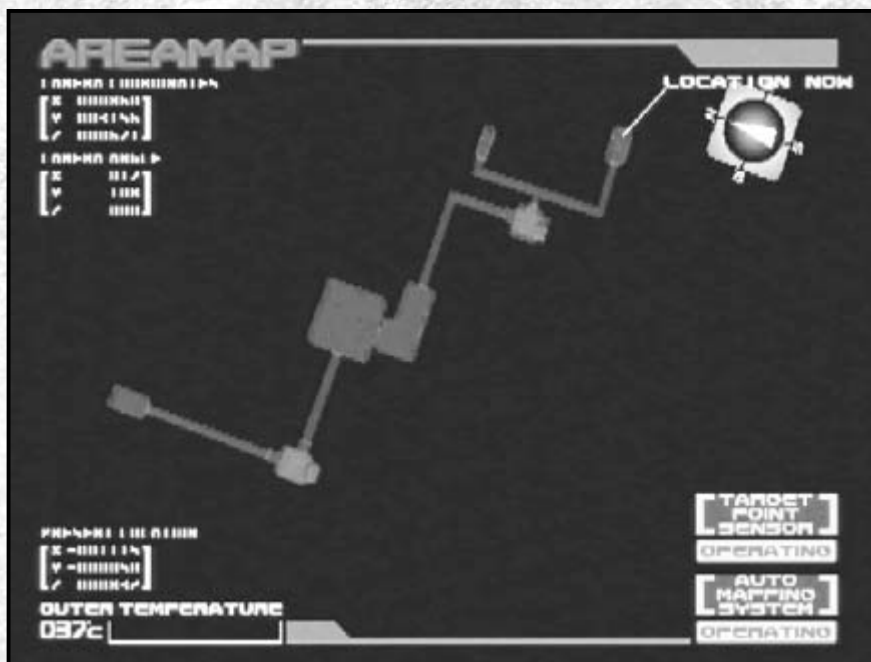
Follow the hallway, taking out two MTs and one security gun, and open the proceeding door where there are three MTs on the other side. Walk on the turbo lift and go down.



At the bottom, enter the next hallway and turn left, taking out seven MTs as you go. When you reach the next doorway, pop the door open and blast the two security guns on the ceiling.



Backtrack down the hallway in which you just were, and enter the door on the eastern end. Here are the final three MTs ready to be destroyed.



This map shows the entire facility laid out with the location arrow pointed in the final room.

SAFEGUARD STOLEN PROTOTYPE

MISSION DATA

Operation Name: Candy Wrapping
Client: Balena
Opponent: Zio Matrix
Place: Retzki Armament Laboratory
Weather: Cloudy
Start Time: 11:55
Estimated Success Rate: 50%
Reward: 47,000 Credits

COMMISSION

Theater of Operations: Retzki Armament Laboratory
Enemy Forces: AC
Objective: Defend MT

MESSAGE INCOMING:

>>One of our agents successfully infiltrated a Zio Matrix research lab and stole a prototype weapon. Unfortunately, they've learned of the theft and have hired a Raven to track it down.

The detection of an AC carrier, en route to the Retzki Armament Laboratory, has confirmed this fact. Our security forces can buy you some time, but they can't repel the attacker.

Our agent has the prototype aboard his MT. Enter the lab and eliminate the Raven. You must not allow the MT to be destroyed. Good luck.<<

SAFEGUARD STOLEN PROTOTYPE

MISSION STRATEGY

Here's another mission where you're sent to help guard a valuable prototype. The only problem is, this time you can't steal it. It's a two-on-one brawl, and for the first time, you're not the one getting double teamed.

You only need the KARASAWA-MK2, as the enemy AC is easy to beat.



Don't try to kill the friendly MT and steal the prototype. It doesn't work.



The enemy AC acts like wimp. Don't let it get away with that! Run after it as it tries to hide and blast it with your laser rifle.



Don't step between the MT you're trying to protect and the enemy AC. The MT will shoot you in the back by accident.



Draw the enemy AC away from the MT you're protecting. The AC will concentrate on you and forget about its real mission.



Even though the AC is a wimp, don't get in too close. It carries a powerful blade that hits for big damage.



Because the room you battle in is so small, boost toward the AC to make it retreat. Most likely, you can pin it up against the wall as you finish it off with your KARASAWA-MK2.

RESTORE TEMPERATURE SETTING

RESTORE TEMPERATURE SETTING

MISSION STRATEGY

Eight MTs rumble through the military lab, but you're looking for the temperature-control system. You don't need to destroy the MTs to complete your objective, all you need to do is bring some cool air back to the lab.

Before you enter the mission, equip a lightweight, speedy AC with a KARASAWA-MK2 to take out the MTs. Pack an extra rocket pack, in case you run out of ammo.

MISSION DATA

Operation Name: Boiled Chicken
Client: Emeraude
Opponent: Unknown
Place: Kyetris Military Laboratory
Weather: Fair
Start Time: 8:00
Estimated Success Rate: 75%
Reward: 44,000 Credits

COMMISSION

Theater of Operations: Kyetris Military Lab
Enemy Forces: MTs X 8
Objective: Restore the facility's temperature setting

MESSAGE INCOMING:

>>The objective of this mission is to reactivate the temperature-control system located within Kyetris Military Laboratory.

We were running a battery of high-temperature experiments when things went terribly wrong. Someone tampered with the system and the temperature in the facility continues to rise.

It's impossible for us to carry out our research given the current situation. Please enter the facility and stabilize the internal temperature by activating the control system.

We also believe that there may have been a security breach during the initial confusion; keep your wits about you.<<



Enter the first hallway and encounter the first MT. Fire at it as you dodge around the corner for cover to avoid taking retaliatory shots.



At the end of the hallway, open the door, and without stopping to fight the MT, boost across the room to the door on the opposite end. Open the door and blast the two MTs inside.



Head to the southern wall and open the door. Run toward the east end of the room and walk through the door. Boost down until you reach the end of the hallway, but stop short before you reach the turn. Around the corner is another MT.



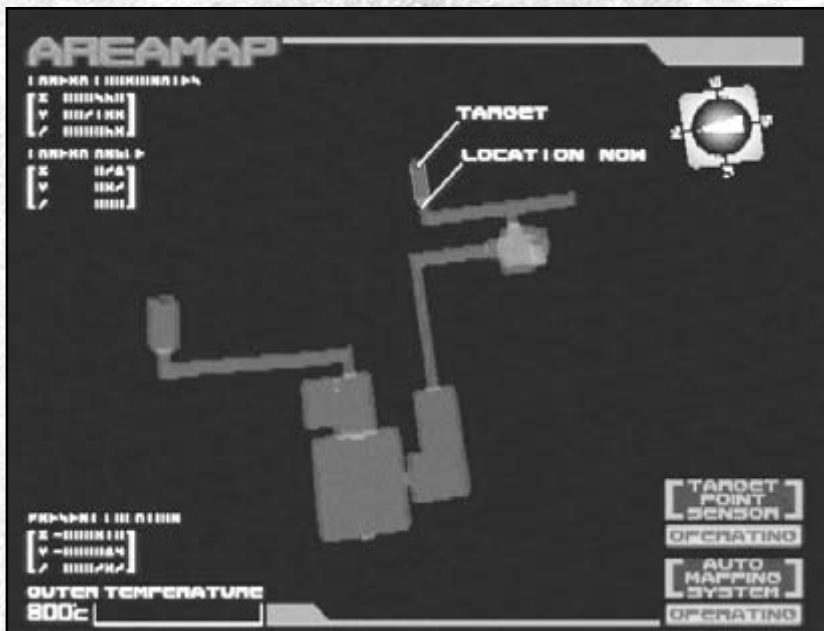
Speed through the doorway and jump on the turbo lift. Ride it down while positioning your AC to face north. At the bottom of the lift, you find a door to the east. When you open the door, an MT is directly in your face. Show it the power of the KARASAWA-MK2.



Blast the MT and follow the hallway around toward the north. The final room here contains one MT and the temperature-control system.



Due to the blazing temps inside, your AC tends to overheat, so watch your warning lights and energy levels to make sure you don't run up to battle an MT with no chance to fire or boost away.



This map shows the journey you need to make to find the temperature-control system.

REMOVE GERM WARFARE TOXIN

REMOVE GERM WARFARE TOXIN

MISSION STRATEGY

This mission takes place in the same area as the last one. Nothing's changed except for the enemies, and they're easier than the ones you faced last time.

The only hitch in this mission is the fact that after you turn on the heat, you must evacuate the building as quickly as possible. Don't worry, no one's going to hire you to cool the place down again.

MISSION DATA

Operation Name: Daemon Flavoring
Client: Emeraude
Opponent: None
Place: Kyetris Military Laboratory
Weather: Fair
Start Time: 9:45
Estimated Success Rate: 60%
Reward: 55,000 Credits

COMMISSION

Theater of Operations: Kyetris Military Lab
Enemy Forces: Guard MTs
Objective: Operate the temperature control and escape

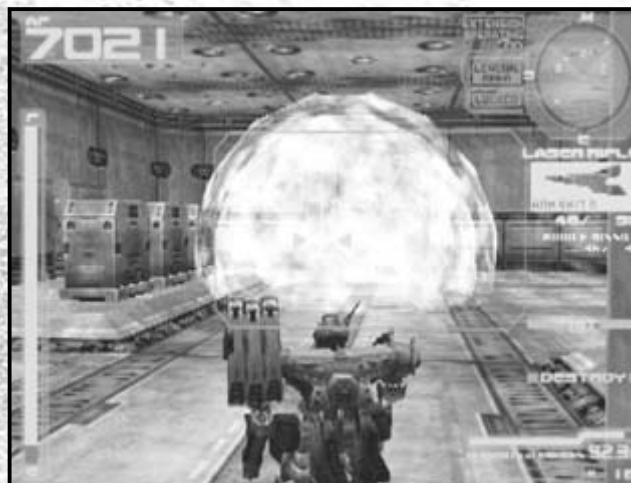
MESSAGE INCOMING:

>>This is an emergency request. You've been authorized to enter Kyetris Military Laboratory and destroy the germ warfare contaminant that is permeating the facility.

The toxin, under development at Kyetris Lab, is leaking into the environment and must be eliminated as soon as possible.

Thankfully, the contaminant is susceptible to heat. Use the facility's temperature-control system to raise the temperature in the lab, then escape.

There is one slight problem however, the scientists that discovered the leak abandoned the lab without disabling the security system. Destroy any lab defense units if they attack.<<



You go the same way you went last mission to find the temperature-control system. Go through the door and follow the hallway until the end. Head west through the first room, but when you reach the second room, head south, stopping only to drop MTs directly in your path.



Head through the door to the east, destroy the MT, and boost down the hallway to its end. Enter the room, take the turbo lift down, and head through the doorway to the east.



Blow up the two MTs and head north down the hallway. Through the next doorway is the target. Activate the system, then turn around and begin your escape.



Follow the hallway south to its end as it bends east, then boost your way through the doorway.



Continue boosting straight ahead to find your escape point. There's no need to engage any of the MTs in your path, just boost past them and evacuate the building.

NEW PART ACQUISITION

NEW PART ACQUISITION

MISSION STRATEGY

This mission should be called "Needle in a Haystack," as you need to run throughout the entire laboratory breaking box after box until you find the one with the part in it. There are more than 100 boxes, and although you get bonus credits for every one you destroy, it takes so long that it's really not worth it to randomly destroy the boxes.

Equip a laser blade to break the boxes, otherwise you'll run out of ammo when the occasional MTs show up for a fight.



Boost down the hallway, enter the room, and blast the MT. Head through the door on the south wall. As you run through the door, be prepared to shoot it out with one MT.

MISSION DATA

Operation Name: Burning Flag
Client: Zio Matrix
Opponent: Balena
Place: Retzki Armament Laboratory
Weather: Rain
Start Time: 18:10
Estimated Success Rate: 50%
Reward: 52,000 Credits

COMMISSION

Theater of Operations: Retzki Armament Laboratory
Enemy Forces: MTs
Objective: Acquisition of the new part

MESSAGE INCOMING:

>>We've obtained information regarding a new AC part being developed by Balena. Your mission objective is to infiltrate their Retzki Armament Laboratory and steal the prototype.

According to our sources, Balena plans to move the prototype to another facility, sometime within the next few days. Once there, it will undergo a series of field-tests.

It's likely that Balena has already packaged the prototype in preparation for the move. In order to acquire the part, you must locate the right container and destroy it.

The facility is one of Balena's most important, so expect resistance. We're counting on you Raven.<<



Open the door to the south and enter the large room with guns blazing. Three more MTs await their fate. Head through the doorway along the west wall.



Take out the MT in the hallway and enter the room to the west. Take out the four ceiling-mounted cannons, then snipe the MT lurking in the hallway. Head east through the door.



Follow the hallway as it snakes around to the east and enter the room, destroying the one MT inside. Take the door to the east and boost through the hall destroying yet another MT.



Enter the room to the east to find two ceiling cannons and two MTs. Blast them with whatever ammo you have left and run toward the gate to the east to find the box you're looking for.



Destroy the box and pick up the weapon to end the mission. The hidden ZWG-XC/01 is now available for you to purchase in the Shop.



You're also awarded the ZWC-XP02/QL after all missions in the Folk City area have been completed.

DEFEND TRANSPORT SHIP

Arkot Ocean

You'll spend more time battling in the air than in the water.

Average Difficulty: 08

Number of Missions: 9

MISSION DATA

Operation Name: True Blue
Client: Balena
Opponent: Emeraude
Place: Algo Sea
Weather: Fair
Start Time: 12:00
Estimated Success Rate: 70%
Reward: 48,000 Credits

COMMISSION

Theater of Operations: Algo Sea
Enemy Forces: Unknown
Objective: Defend the ship until repairs are completed

MESSAGE INCOMING:

>>Please head to our transport ship stranded in the Algo Sea and protect it while necessary repairs are made.

Our transport ship couldn't have broken down in a worse area. Emeraude has a number of facilities nearby and have most likely intercepted the ship's distress signals.

The situation in the Algo Sea is extremely tense, as corporations are waging battles there over territorial rights. Once our ship is located, Emeraude is sure to strike.

Fortunately, the ship seems to be OK for now, but that's sure to change. Please proceed to the area and prepare to ward off any attack on the transport.

Keep in mind, areas where your AC can be set down are limited. Take care not to fall into the water. Good luck.<<

DEFEND TRANSPORT SHIP

MISSION STRATEGY

Three minutes is all you have in the Algo Sea: three minutes to defend a transport ship while under heavy fire from bombers and Amphibious MTs. Three minutes to take down as many enemies as you can while stepping in front of missiles originally meant for the ship. Three minutes to prove why you're the best merc in the business.



To defend the ship, boost down on top of it and target the bombers as they fly overhead. It takes only one shot to bring them down with the KARASAWA-MK2.



Stay in one spot during the battle. If you strafe from floating stand to floating stand, you will get knocked into the water.



If you stand anywhere other than on top of the ship during battle, you risk losing the battle. Because the ship is the target, the enemies come directly to you and are easier to destroy.



Don't look only to the skies. Amphibious MTs circle the ship from below and inflict great amounts of damage if they catch you unguarded.



When standing on the ship, be careful where you shoot. Wild aims and quick shots can destroy your own ship.



Because you're shooting multiple targets, attach a missile launcher that fires multiple missiles at once, such as the ZWM-M55/6.

ESCORT THE TRANSPORT PLANE

ESCORT THE TRANSPORT PLANE

MISSION STRATEGY

Last mission, you were under a constant barrage for three minutes. This time around, you have another three minutes to defend a target, but the enemies are few and far between.

You're defending a plane from on top of its wings, so do not fall off. Weigh your AC down, making it as heavy as possible, while loading up with a variety of weapons from laser rifles to pulse cannons.

MISSION DATA

Operation Name: N-Y-F
Client: Zio Matrix
Opponent: Unknown
Place: Skies above Arkot Ocean
Weather: Cloudy
Start Time: 13:25
Estimated Success Rate: 60%
Reward: 51,000 Credits

COMMISSION

Theater of Operations: Skies above Arkot Ocean
Enemy Forces: Unknown
Objective: Escort transport plane

MESSAGE INCOMING:

>>Construction of our latest airborne transport has just been completed and we're ready to begin testing. The primary goal is to explore alternate transport routes.

Our second objective is to optimize the plane's AI control system. We're concerned that certain groups will see this as an opportunity to launch an attack.

The transport will be most vulnerable during the AI optimization portion of the test, and will not be able to defend itself during this time.

We request that you escort this transport during its trial run. Be sure to stay alert, especially once the AI optimization testing begins. Good luck.<<



Enemy planes attack in waves. Use your radar as well as the sounds of the engines to clue you into their range and location.



Stand in the middle of the plane and don't move, except to spin around as enemy aircraft speed by. The less moving you do, the less chance you have to fall off the plane.



Don't worry about fighters dipping down and heading at you. All enemy planes stay above the horizon, making them easier targets for your missiles and laser fire.



The EAW-H801 arm unit locks its missiles onto multiple targets at once, making it ideal as a three plane squadron flies by.



With less than a minute to go, you face the mission's toughest challenge as two squads attack from opposite directions. Don't panic, and don't strafe across the plane to avoid fire. Calmly lock onto as many targets as possible and fire. The mission will be over before you know it.



By standing directly on top of the target the bombers are trying to hit, you take any damage meant for the plane and ensure its safety.

ATTACK THE OCEAN BASE

ATTACK THE OCEAN BASE

MISSION STRATEGY

You have two minutes to survive an attack on an ocean base that's set up similarly to a multi-leveled aircraft carrier. You're paid, not for completing the mission, but in true bounty style depending on the number of kills.

The KARASAWA-MK2 is the best weapon for the mission, as its ease of targeting and powerful hits take out most enemies in one or two shots. Other useful weapons include any type of missile launcher with multiple locks, and the ion pulse cannons.

MISSION DATA

Operation Name: Deep Moon
Client: Zio Matrix
Opponent: Eyelet City BOC
Place: BOC Ocean Base
Weather: Fair
Start Time: 20:20
Estimated Success Rate: 62%
Reward: 0

COMMISSION

Theater of Operations: Bureau Ocean Base 2
Enemy Forces: Gun Batteries, MTs
Objective: Occupy base defenses until convoy is clear

MESSAGE INCOMING:

>>We'd like you to assist our shipping convoy during its crossing of the Arkot Ocean. An escort is required due to the presence of a Bureau operated base along their route.

Entering the region is strictly forbidden, under the pretext of keeping the peace and preventing pollution. The Bureau will attack trespassers without warning.

The convoy must be allowed to pass through the region undetected. We ask that you launch an attack on the base, so as to divert the Bureau's attention away from the convoy.

Your fee will be based on the number of Bureau forces that you destroy. Take out as many as possible. Good luck.<<



For every Amphibious MT you sink, you earn 3,200 credits, for M Batteries, 1,600 credits, and for GN Batteries, 2,400 credits.



If you're badly damaged and don't think you can last the entire two minutes, check the radar for places on the base with few enemies, and hide out. You can last the entire time without encountering an enemy if you don't want to fight.



Be careful when boosting around the base. You might get shot in midair and knocked straight into the ocean. Move around the base cautiously, only jumping onto platforms you can clearly see and when not under heavy fire.



Line up the gun batteries from a distance and pick them off one at a time. If you confront them up close, they'll all lock on you at once and blow you to pieces.



The Amphibious MTs are the most dangerous foes. You're in danger of falling into the water as you move to the edge of the boat to shoot them, plus their shots inflict the most damage. That's why you earn the big bucks for sending them to the bottom of the ocean.



Quadruped legs enable you to turn faster in the heat of battle, which comes in handy when battling multiple targets firing at you from all angles.



If you don't like the quadruped legs, bipedal also work well in this mission, but for different reasons. Bipedal legs enable you to boost around the ship faster and with more control.

DEFEND THE OCEAN BASE

DEFEND THE OCEAN BASE

MISSION STRATEGY

Remember the ocean base you were just sent to destroy? Now you're being paid to protect it. An enemy aircraft carrier is attacking the base and your objective is to destroy the carrier, along with all other hostile MTs.

All you really need is the KARASAWA-MK2 along with a mobile bipedal AC that can boost quickly under pressure. You fly precariously close to the water when boosting down to the aircraft carrier, and if you're too heavy, you might not make it.

MISSION DATA

Operation Name: Seafood Paradise
Client: Eyelet City BOC
Opponent: Unknown
Place: BOC Ocean Base
Weather: Fair
Start Time: 14:25
Estimated Success Rate: 54%
Reward: 42,000 Credits

COMMISSION

Theater of Operations: Arkot Ocean, Bureau Ocean Base 2
Enemy Forces: Aircraft Carrier
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>According to the latest satellite imagery, a large aircraft carrier is en route to our base in the Arkot Ocean. Its origin remains unknown.

The area bordering the base is a protected natural habitat and the current consensus is that the carrier has been sent in retaliation for our attacks on trespassers.

The willful violation of our borders will not be tolerated. Defend the base and eliminate the threat posed by the carrier.

The base's gun batteries are necessary for its defense. Prevent their destruction at all costs. We'll take over once your part in the mission is complete.<<



Enemy flyers cause the most havoc, so take them out first to avoid being bombarded from overhead as you take out the carrier.



Before taking on the aircraft carrier, snipe the ship's guns from the base, then use your boost to fly to the enemy craft and destroy the target.



Stand near the railing when shooting down at the Amphibious MTs. This makes it more difficult for you to get shot into the water.



When shooting MTs flying around the base, do not accidentally shoot out one of the friendly anti-aircraft guns. These guns help watch your back, so don't shoot them in theirs.



Do not run while targeting enemy aircraft. It's easy to lose sight of where you are and you might just run yourself off the edge of the base. Stand in one spot and take the planes down head-on.



Take on the enemy MTs from the front of the base. If planes get by you, don't worry, they won't do too much damage to the base. Wait for them to circle back around, then show them why they shouldn't have given you a second chance.

DESTROY THE TRANSPORT SHIPS

DESTROY THE TRANSPORT SHIPS

MISSION STRATEGY

Two ships with heavy cover from flying MTs slowly cruise in your direction. Your objective is to blow them up. The flying MTs pose the biggest problem as they dive from all directions trying to blast you to a burial at sea.

Equip a couple of weapons so you have enough firepower to take down both ships as well as the relentless MTs from above. Try a combination of small rockets, middle rockets, and a laser rifle. The best part is that you can complete the mission without ever moving off the platform on which you start.

MISSION DATA

Operation Name: Gray Eyes
Client: Emeraude
Opponent: Balena
Place: Algo Sea
Weather: Misty
Start Time: 5:45
Estimated Success Rate: 60%
Reward: 50,000 Credits

COMMISSION

Theater of Operations: Algo Sea
Enemy Forces: Transport Ships
Objective: Destruction of the transport ships

MESSAGE INCOMING:

>>The objective of this mission is the destruction of two Balena transport ships located in the Algo Sea.

The ships are currently within our territory and Balena is aware of this. Their ships routinely trespass here and it's time that we taught them a lesson.

Their transgressions will be ignored no longer. As I mentioned, Balena is aware that being in these waters could lead to an attack. Whatever preparations they've made for this contingency cannot be allowed to succeed. Good luck.<<



Take out as many of the flying MTs as possible before destroying the ships. If you let the MTs live, they'll see to it that the mission ends with your destruction.



Beware of the gun batteries located toward the front of each ship. If you're standing near the edge of a platform and get hit by one of the powerful blasts, you're going in the water.



If you fly between platforms, clear the air of MTs before you boost. Scan the area with your radar to make sure no hostile enemies are circling. Otherwise, it could be a short flight.



Make sure that your rocket packs have at least 40 pieces of ammo and a range of no less than 770. The ZWR-S/60 is the perfect back unit for this mission.



Due to the speed of enemies in this mission, you need rockets with manual aim. Automatic lock-ons don't work against the flying MTs. The enemies speed by you so fast that you'll watch most of the once-locked missiles explode harmlessly into the sky.



After you take out the gun battery on the final ship, boost over to the target and land on top of it. Walk along the top of the ship and fire down at the yellow arrows to finish it off.

ESCORT AIRBORNE TRANSPORTS

MISSION STRATEGY

Last time you defended a plane, there wasn't too much action in the skies. This time, however, you're in for one turbulent flight. Enemy planes dive right at you, and you need to be quick on your feet and fast with your trigger finger to survive the three-minute ordeal.

Equip your AC with quad legs. This not only makes you heavier, but it also helps you pivot faster as you gun down fighters. Speaking of guns, equip the EWC-XP0808 ion pulse cannons to take out enemies from long range.

MISSION DATA

Operation Name: Passenger
Client: Zio Matrix
Opponent: Indies
Place: Skies above Arkot Ocean
Weather: Cloudy
Start Time: 17:50
Estimated Success Rate: 55%
Reward: 58,000 Credits

COMMISSION

Theater of Operations: Skies above Arkot Ocean
Enemy Forces: Indies
Objective: Escort transport planes

MESSAGE INCOMING:

>>The Indies have just issued a warning indicating their intention to attack our new airborne transports. According to them, they'll be initiating hostilities because we've ignored their warnings about monopolizing major air routes.

Our company has done nothing wrong and we're not about to start taking orders from the Indies. The transport operations will continue as planned.

Normally, a squadron of fighter planes would be on-hand to act as escorts during the entire trip. But due to the extended flight-range of the new transports, this isn't possible.

A small window exists when the transports are between escorts. This period of time is when we can expect the Indies to launch their attack.

Since they warned us, the Indies are most likely coming in force. Please watch over the transports until they can meet up with their destination escorts.<<



To pull off a daredevil flight between planes, train your sights downward so you can make a precise landing. Only an expert mech can get away with this!



Don't panic if you see smoke pouring out of either plane. Your vision will be impaired if you face toward the smoking part of the plane, so turn around and set your sights on the area with the clearest vision. If you can't see well from any area on the plane, you have to rely solely on your radar. Either that or make the death-defying leap between planes.



Use the KARASAWA-MK2 to shoot enemies at close range, then switch to the pulse cannons to take down the far-away fighters.



Don't worry about taking damage in this mission, as the planes are targeting the transports, not you. As in all protection missions, it's better for you to eat an oncoming missile than to let it hit what you're trying to protect.



One of the reasons it's not recommended that you jump to the bottom plane is that it's impossible to target enemies flying above the top plane from the bottom position. You're more likely to take out your own plane than you are to hit the fighter.



As enemy missiles crash down at you, avoid dodge-strafting. One wrong step off a wing could be your last.



Enemy planes attack in groups. Fire at them quickly to take out an entire squad in one pass. Doing so makes life easier after another squad appears.

DESTROY GOVERNMENT FLEET

DESTROY GOVERNMENT FLEET

MISSION STRATEGY

Three battle cruisers and an aircraft carrier need to be destroyed. That's easy if you're a navy fleet, but for one mech, that's one long day at the office.

Firepower is crucial as you fly from boat to boat trying to hit all your targets while also blasting the flying MTs launching off the aircraft carrier. Equip the EWR-M40, the EWC-XP0808, and the KARASAWA-MK2 for the ultimate arsenal that provides enough ammo to get you through the mission.

MISSION DATA

Operation Name: Decorated Cake
Client: Indies
Opponent: Government
Place: Shu Sea
Weather: Misty
Start Time: 5:30
Estimated Success Rate: 41%
Reward: 65,000 Credits

COMMISSION

Theater of Operations: Shu Sea
Enemy Forces: Battle Cruisers, Aircraft Carrier
Objective: Destroy all enemy ships

MESSAGE INCOMING:

>>The Government fleet patrolling Shu Sea must be eliminated. They've blockaded all shipping routes and are interfering with our ability to procure much needed supplies.

Their fleet consists of an aircraft carrier and several battle cruisers. A submarine will be used as a spring-board from which you can launch an attack and decimate the fleet.

Foggy conditions and poor visibility are expected to coincide with our attack. This will increase the difficulty of the mission, but should allow us to approach undetected.

Your AC cannot be recovered if it falls into the water. Maneuver with care.<<



Move to the back of the sub and fire missiles at the battle cruiser across the water. Take your time with the first boat, hitting as many targets as possible, then boost to the cruiser and land on top of it. Destroy any remaining targets on the boat, then focus your attention onto the second cruiser, hitting it from long range.



You need to hit your targets a lot faster on the second boat, as the flying MTs launch a devastating air strike your way. Blast as many flyers as you can, then aim your missiles toward the rear of the second cruiser. This is where the ship fires its most dangerous explosives.



Boost onto the second ship, taking out any stray targets you failed to hit from afar. Take out any flying MTs in your way, then immediately boost on top of the aircraft carrier.



Run along the deck taking out the targets as you avoid incoming MTs and shots from the third destroyer across the way.



After taking out all the targets on the carrier, stand on the deck and blast as many targets as you can across the water on the third cruiser.



Boost your way onto the cruiser and finish the mission by destroying any remaining targets on that boat, or any you forgot (or couldn't hit in the heat of battle) on the carrier.

AIRBORNE ATTACK

AIRBORNE ATTACK

MISSION DATA

Operation Name: Curtain Call
Client: Indies
Opponent: Zio Matrix
Place: Skies above Arkot Ocean
Weather: Cloudy
Start Time: 0:00
Estimated Success Rate: 45%
Reward: 60,000 Credits

COMMISSION

Theater of Operations: Skies above Arkot Ocean
Enemy Forces: Zio Matrix Airborne Transportation Squadron
Objective: Destruction of all enemy transports

MESSAGE INCOMING:

>>Zio Matrix has flagrantly disregarded all of our warnings regarding the expansion of their airborne transportation routes. The time has come for us to act.

The target of this operation is a squadron of Zio Matrix transport planes. The attack will take place in the skies above the Arkot Ocean. All targets must be eliminated.

This will be a difficult mission and one that requires a great deal of finesse. Advance carefully and good luck. <<

MISSION STRATEGY

If you thought that jumping between planes a couple missions ago was a thrill, then you'll love Airborne Attack, where jumping between falling planes isn't a cool option, it's a requirement.

You must destroy four planes by jumping on top of them in flight, destroying key parts, then jumping off onto the next plane below. Sound fun? It is, as long as you actually land on a plane!



As you fall toward the first plane, fire at all the targets. Take them out quickly or you won't be able to reach the next plane below.



After destroying all the targets on the first plane, make a blind jump to your right and use your boost to land on the second plane.



Blast the targets until the plane begins to drop, then make another blind jump, this time to your left.



Shoot out all the targets to send the plane into a deadly drop, but before it goes down, make your final blind jump off the right wing and boost your way down to the plane to your right.



Destroy all the targets to end the mission. The only question is, who's going to pick you up?



The KARASAWA-MK2 takes out the targets fast enough to allow you a little extra time to make those key jumps.

ATTACK THE BUREAU'S BASE

ATTACK THE BUREAU'S BASE

MISSION STRATEGY

It's a fairly simple mission to close out the area. Boost around the base and destroy all of the gun batteries. The KARASAWA-MK2 and the EWR-M40 are the two best weapons for the job as most batteries can be taken out with only one or two shots.

The mission is also filled with the flying MTs that transform to ground units after they've been shot. Avoid them if possible, as the mission ends after the batteries have been destroyed and you get no bonus money for killing MTs.

MISSION DATA

Operation Name: Sun Face
Client: Balena
Opponent: Eyelet City BOC
Place: BOC Ocean Base
Weather: Fair
Start Time: 12:05
Estimated Success Rate: 72%
Reward: 50,000 Credits

COMMISSION

Theater of Operations: Bureau Ocean Base 2
Enemy Forces: Gun Batteries, MTs
(Unknown number)
Objective: Destruction of all gun batteries

MESSAGE INCOMING:

>>We request that an assault on Eyelet Bureau's Arkot Ocean base be launched at once. The facility is responsible for repeated attacks on ships traveling through this area.

Each of the corporations has suffered monetary losses associated with the Bureau's actions, and they've agreed to collaborate on a solution.

Balena, which initiated the corporate summit, is assuming the role of acting representative for all parties involved.

We feel that the time to strike is now. Your success in this mission will ensure that the Government does not stand in the way of free enterprise. Good luck.<<



Because the flying MTs in this level transform to ground MTs after they've been knocked from the sky, shoot them down away from the base to prevent them from attacking you a second time.



As you boost from level to level, walk completely around, checking all corners for gun batteries you might've missed. You don't want to destroy the batteries on the top of the base, only to realize you forgot one down below and have to go back down.



Dodge-strafe away from the battery fire while blasting back with your missiles. The enemy guns fire slowly enough that you won't need to expend much boost to avoid getting shot.



Stand on the small ledge underneath the base to take out the flying MTs. This way, they won't cause any problems for you when you're destroying the batteries.



To destroy the batteries on the top of the base, stand on the ledge beneath them and hop up while firing. They fire back but can't hit you in time. Continue hopping up while firing until the top level is cleared of enemies.



After all missions in the Arkot Ocean area have been completed, the EWC-GN-81 becomes available.

Eyelet City

This is the testing grounds for new MT units. See tomorrow's Armored Core today.

Average Difficulty: 08

Number of Missions: 3

TEST NEW MT MODEL

MISSION DATA

Operation Name: Bullet Ballet
Client: Zio Matrix
Opponent: None
Place: Underground Testing Facility
Weather: Fair
Start Time: 10:25
Estimated Success Rate: 85%
Reward: 41,000 Credits

COMMISSION

Theater of Operations: Underground
 Weapon Testing Facility
Enemy Forces: D-1 MTs (4)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We request your help in conducting a performance evaluation of our new D-1 MT line. The goal is to collect real-time data of actual combat with an AC.

The evaluation will take place in our underground testing facility. The D-1 line of MTs is designed to function as a closely knit team, so you'll encounter multiple units.

To ensure that we obtain data of the highest quality, you will be paid only if you win. Bonuses are available, depending on how long it takes to defeat all MTs. Good luck. We expect nothing but your very best.<<

MISSION STRATEGY

It might be time for Zio Matrix to go back to the drawing board. These new D-1 MTs are fast, but not very fierce. It takes three shots with the KARASAWA-MK2 to blast these bots out of the sky, and the faster you do it, the more money you get paid.

Hopefully Zio Matrix uses the information they receive from this mission to improve their prototypes. Then again, because Zio may send more of these enemies out after you in the future, it might be better if they remain this simple to destroy.



Equip a lightweight AC to keep up with the D-1s. You need a laser rifle and a blade to destroy your opponents.



Destroy only four MTs to complete the mission. Kill them quickly to collect the most credits.



The MTs are all extremely territorial. Check your radar and seek them out, otherwise they won't come after you.



Boost over the platforms in the middle of the arena while blasting down at the MTs to take them out before they hit you.



As the MTs dodge your fire, strafe with them while shooting. Don't worry about taking too many shots in return. With only four of them and limited firepower, these MTs are no threat.



If an MT hides behind a glass partition, shoot out the glass, then blast the MT before it escapes.

If you achieve the very best completion speed, you get the INW-DM-MV.

PERFORMANCE EVALUATION

MISSION DATA

Operation Name: Revenger
Client: Zio Matrix
Opponent: None
Place: Underground Testing Facility
Weather: Cloudy
Start Time: 10:40
Estimated Success Rate: 78%
Reward: 52,000 Credits

COMMISSION

Theater of Operations: Underground
Weapon Testing Facility
Enemy Forces: D-2 MTs (4)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>We'd like to request your participation in another performance evaluation, this time against the newest version of our MT lineup, the D-2.

Just as before, you'll be up against multiple units. Engage the MTs in combat until all have been destroyed.

In a departure from the previous test, you'll be partnered with other units, specifically the D-1 models. This will allow us to see how our MTs perform in a squad-vs-squad context.

To insure that we acquire the best data possible, you will be paid extra depending on the number of D-1 units remaining at the end of the test. Good luck.<<

PERFORMANCE EVALUATION

MISSION STRATEGY

Maybe Zio Matrix knows what it's doing after all. The D-2s are nothing like the D-1s: They're aggressive and hostile, and their weapons inflict great damage.

Once again, you need a quick AC to keep pace with the enemies flying all around. The D-1s are supposed to help you in the fight, but only get in the way. As frustrating as that is, don't kill them. You get paid a bonus for each D-1 that survives the exercise.



Draw the battle away from the D-1s. If you try to shoot a D-2 as it stands next to the friendly MT, you might hit the wrong one, causing a hit to your paycheck.



You're awarded an additional 7,500 credits for every D-1 that isn't destroyed.



When you start the mission, follow the arena around to the west and engage the MTs hovering in a group. The D-1s attempt to keep the remaining D-2 busy to your left, giving you plenty of time to destroy all hostiles before they have a chance to go after the friendly mechs.



Equip your AC with superheated rockets. They work the best against the D-2 units.



If you see a D-1 under fire, stop battling the D-2 and save the D-1 from destruction. It's not about being a hero, it's about the extra 7,500 credits.



If you're having problems locking on with your missiles, boost to the top of the platform in the arena's center. From there, you should have an easier time blasting the D-2s as they circle around you.

PREVENT PROTOTYPE MT THEFT

PREVENT PROTOTYPE MT THEFT

MISSION STRATEGY

Back to the testing facility, only this time, it's not an exercise. This mission doesn't open up immediately after the last two but becomes available after you've beaten a few additional missions in other areas.

Equip the EAW-H801 superheated missiles. These bad boys take down the MTs quickly, especially if you can climb to the top platform and blast the MTs below.

MISSION DATA

Operation Name: Judas Iscariot
Client: Zio Matrix
Opponent: Balena
Place: Underground Testing Facility
Weather: Fair
Start Time: 5:30
Estimated Success Rate: 38%
Reward: 80,000 Credits

COMMISSION

Theater of Operations: Underground Testing Facility
Enemy Forces: M-9 MT (1), D-4 MTs (2)
Objective: Destruction of all enemy forces

MESSAGE INCOMING:

>>This is an emergency. A corporate competitor has launched an attack on our testing facility and stolen our M-9 and D-4 MT prototypes.

It would appear that Balena is the responsible party. We must prevent them from smuggling the prototypes out of the facility. There is no time to lose.

Please destroy the MT units. Balena's forces are still on the premises and this is our best opportunity to stop them.

Keeping our corporate secrets out of enemy hands is the top priority; authorization to destroy the MTs is not only approved, but is demanded.<<



Boost to the highest platform to take on the MTs. The enemies are so fast that it's easier to snipe down at them than to take them out head-on.



Concentrate on destroying the big M-9 MT first. If you boost up to the top platform, it will follow you. Use your missiles to blast it continuously until it blows up, then look below to find the remaining MTs.



One advantage of boosting to the top platform is that you can isolate the M-9. Do not battle all three MTs at once.



Don't let the M-9 get behind you. Track it using your EAW-H801 while dodging the MT's missiles. It's impossible to dodge every one, but with the power of your weapon, you should be able to take out the MT before it takes you out.



The two D-4s stick to one spot in the arena. Track them from high, but if you can't get a lock, jump down and blast each one quickly. The units are quick and will circle around you tag-team style if you don't destroy them right away.



Because the D-4s double team, be patient when sniping them from above. Even if you get only one, it makes your ground assault that much more effective.

If you successfully complete all the missions in Eyelet City, you get the EWG-HM-04.

DESTROY SECURITY DETAIL

Rapture

Average Difficulty: 09

Number of Missions: 2

MISSION DATA

Operation Name: R-A-P
Client: Raven
Opponent: Government
Place: Rapture Junction Station Bliss
Weather: Fair
Start Time: 11:30
Estimated Success Rate: 56%
Reward: 40,000 Credits

COMMISSION

Theater of Operations: Rapture Junction Station Bliss
Enemy Forces: MTs (Unknown number)
Objective: Destroy the designated target

MESSAGE INCOMING:

>>This request is being transmitted to you from Mars. I'm seeking the assistance of a Raven stationed on the Earth.

My mission requires that I relocate from Mars to Earth. As a fellow Raven, you understand that under no circumstances am I allowed to reveal the details of my mission.

I want you to sneak into Junction Station Bliss, located in Earth's Rapture Orbit Elevator. Your mission is to attack the security detail stationed there.

Once the lead MT has been taken down, security should be weakened enough to suit my purposes.

I'm willing to pay very well and would appreciate your help in this matter.<<

DESTROY SECURITY DETAIL

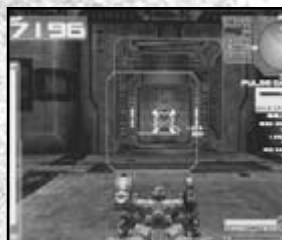
MISSION STRATEGY

This mission is a test of mercenary skill and conserving ammo. If you blast every MT in this area, by the time you reach the main MT you were sent to destroy, you'll be out of ammo.

So, equip a quadruped AC, packing as much heat as possible. Bring your KARASAWA-MK2, the ZWC-XP02/QL pulse cannon, and the EWC-XP0808 pulse cannon. With all that ammo and firepower, you'll make it through to the end with enough shots to take down the final MT. Don't worry—the final MT's a breeze to kill. Hit it a couple of times with your pulse cannons.



Head west and take out the four MTs waiting for you behind the second door. Continue west until you reach the room with the skylights. Here you encounter five more MTs. Boost down the hall and enter the door to the east.



Head through the next two doors to the east to battle five more MTs (three ground, two flying). Continue east through two more doors, take out the three MTs, then open the door to the north (the one with the lights on both sides of the doorway).



Follow the hallway all the way around and destroy the four large MTs using your pulse cannons. Head south through the door and destroy the two ground and one flying MT inside.



Take the eastern door and blast the MT in the hall. Continue east through another door, but beware of the four MTs in the room. Jump through the door quickly and take them out with your pulse cannons while on the move. Don't battle these enemies from a stationary position.



Continue east through two more doors until you reach another room surrounded by glass. Kill the MTs, boost down the hall, and enter the last door to the west.



If you're running out of ammo, boost through the next few rooms, continuing west and avoiding the MTs. When you enter the room with the main MT boss, it'll call out for reinforcements. Blast it with your KARASAWA-MK2 before they arrive to end the mission.



You earn a bonus of 1,600 per big MT, 700 per little MT, and 1,000 per flying MT.

If you defeat all opponents in this mission, you get the ZWM-GT/00.

FREE RAPTURE ORBIT ELEVATOR

FREE RAPTURE ORBIT ELEVATOR

MISSION STRATEGY

One of the most difficult missions in the game, Trinity pits you against three of the deadliest ACs in the universe. To defeat the trio, you'll need a mech with strong weapons and a good boost. From head to toe, equip the following parts for your best shot at success:

MISSION DATA

Operation Name: Trinity
Client: Government
Opponent: Raven
Place: Rapture Junction Station Bliss
Weather: Fair
Start Time: 13:30
Estimated Success Rate: 36%
Reward: 80,000 Credits

Head: ZHD-2000/SV**Core:** ZCL-XA/2**Arms:** ZAN-303/S**Legs:** ZLN-9001/A**Booster:** ZBT-H4/T**FCS:** DOX-ELENA**Generator:** GPS-BVX/10**Radiator:** RBG-CM6**Inside:** None**Extension:** ZEX-RS/HOUND**Back Unit R:** ZWM-M24/IMI**Back Unit L:** ZWM-M24/IMI**Arm Unit R:** KARASAWA-MK2**Arm Unit L:** ELS-2772**Optional Parts:** SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-BE++, SP-BFS/LOSP, SP-ENE-ACC, SP-E/SAVER

COMMISSION

Theater of Operations: Rapture Junction Station Bliss
Enemy Forces: ACs (Unknown number)
Objective: Destroy the designated targets

MESSAGE INCOMING:

>>This is a direct request from the Government. We're sending you to Earth's Rapture Orbit Elevator to take care of several ACs that have entered the facility without authorization.

The perpetrators all hail from Mars and are demanding transfers to Earth. In an attempt to make us comply with this demand, they've seized Junction Station Bliss.

Because of their actions, all operations relating to Rapture have ceased, which in turn has created an economic backlash. You are authorized to resolve this situation through force.

Their leader, Antares, is one of the most feared Ravens on Mars. He should not be taken lightly. Good luck.<<



When the door opens to the first arena, blast the AC three or four times with the KARASAWA-MK2 without even entering the room. Step back, wait for the door to close, and recharge. Open the door again and boost into the room.



Circle-strafe around the AC while hopping into the air to avoid its fire. Continuously blast your opponent until it blows up.



Don't worry about how many shots you take against the first AC. After the battle, you can recharge all weapons before encountering the final two ACs.



Before you reach the recharge station, though, you have to deal with a variety of MTs in the hallway. Lock on them from long range with your missiles to avoid taking any damage.



When the white AC stops talking, it flies up into the air. Use launch missiles to get some good shots in early.



Run back and forth along the top level while waiting for an enemy AC to reveal itself. Usually the white AC pops its head out just enough to blast it with your missiles. This is a great way to get some cheap shots in on the ACs before jumping down to the first level to fight.



Use the circle-strafe hop maneuver as you fire at the ACs. Watch out for the darker AC; it sneaks up behind you and tries to destroy you with its blade.

SPECIAL ARENA APPEARANCE

Old Avalon

Here, every loser gets a rematch.

Average Difficulty: 07

Number of Missions: 4

MISSION DATA

Operation Name: Bad Dream
Client: Concord Corporation
Opponent: Raven
Place: Arena
Weather: Fair
Start Time: 17:25
Estimated Success Rate: 74%
Reward: 46,000 Credits

COMMISSION

Theater of Operations: Arena
Enemy Forces: AC (1)
Objective: Destruction of the target AC

MESSAGE INCOMING:

>>This mission comes directly from our company, Concord Corporation. We are sponsoring a special arena event and would like you to attend.

The event is a battle between the Ravens of Earth and Mars. After careful consideration, you have been selected to participate.

Your opponent is Zaltehook, a top-ranked Raven from the Martian arena. The winner will receive a reward, paid for by the Concord Corporation.

The citizens of both Earth and Mars are looking forward to this event. Please give them a performance they'll be hard pressed to forget.<<

SPECIAL ARENA APPEARANCE

MISSION STRATEGY

Earth versus Mars, the showdown is on. Before stepping in the arena, make some adjustments to your AC. Equip the EAW-H801 arms and the EWC-XP0808 ion pulse cannons for weapons, along with the SP-M/AUTO optional part that automatically fires your missiles after they reach full lock.

The AC is fast, but you should be able to pummel him with your superheated missiles. Don't think this fight is over, though—it's only begun.



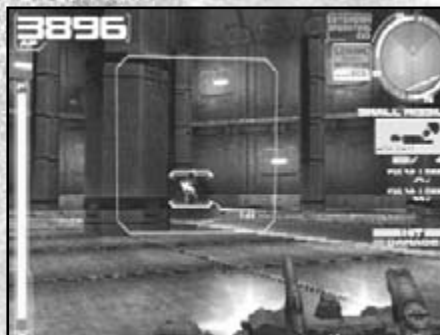
Boost backward while firing missiles toward Zaltehook. He doesn't do a very good job of avoiding oncoming fire.



Use the columns as cover while you dodge Zaltehook's rockets. Keep the enemy AC in front of you. If you lose sight of Zaltehook, it's probably because he's standing next to you, poised to take you out with his blade.



Dodge-strafe away from the AC's rockets, then fire missiles of your own. Stay on the move to survive.



For the full auto-lock to happen, keep the AC in front of you. If you equip the lock-on auto-fire optional part but don't keep Zaltehook in front of you long enough to fire, you'll take damage from the AC without dishing out any.



Zaltehook hides behind the columns and shoots you with his weak laser. If you stand toe-to-toe with him and continuously fire your weapon, you're going to win.



If you get in close to the AC, he charges you with his blade. Blast him from close range or whip out your own blade to finish off Zaltehook.

SPECIAL ARENA REMATCH

SPECIAL ARENA REMATCH

MISSION STRATEGY

Don't call it a comeback! Zaltehook returns a changed AC in this rematch of Earth versus Mars. He seems faster, stronger, and a whole lot smarter than last time you two fought. Oh yeah, to make things even more difficult for you, Zaltehook also has been awarded a handicap because he lost the first fight. So not only do you have the AC to deal with, lasers also fire at you from the ceiling. And, remember those columns you hid behind? There're not there anymore.

You need a lot of patience to beat Zaltehook a second time, as he hides directly beneath you any time you rise to the second level, making it impossible for you to target him with any weapons. Take him out head on. That's the only time you have the advantage.

MISSION DATA

Operation Name: Danger Pierott
Client: Concord Corporation
Opponent: Raven
Place: Arena
Weather: Fair
Start Time: 16:30
Estimated Success Rate: 63%
Reward: 70,000 Credits

COMMISSION

Theater of Operations: Arena
Enemy Forces: AC (1)
Objective: Destruction of the target AC

MESSAGE INCOMING:

>>This mission assignment comes directly from the Concord Corporation. A special event is being held in the arena and we are extending an offer for you to participate.

Your opponent is the Raven known as Zaltehook. This is the same Raven that lost the last time you both confronted each other.

He has expressed a strong desire to fight you once more and the arena fans are also looking forward to the rematch. Good luck. <<



First, boost up to the second level and take out the cannons firing from the ceiling. Eliminate the handicap before it eliminates you.



To destroy the cannons, strafe along the back wall of the second level while firing missiles straight up as they lock onto their targets.



When you're on the second level, Zaltehook won't attack. Fire down at him to draw him out from underneath you. If that doesn't work, jump down and blast him while he's backed against the wall. After he flies past you, he's impossible to target accurately.



Get Zaltehook in front of you by using your Over Boost from the second level. He tries to follow you underneath but can't keep up. Jump down to the first level with your missiles locked and blast the enemy AC many times.



To avoid the AC's ground missiles, strafe, then as he fires the missiles, quickly strafe in the opposite direction.



Use the Over Boost as a defensive measure by flying out of the way the second you see missiles headed your direction.

ELIMINATE AC

MISSION DATA

Operation Name: Hustler One
Client: Concord Corporations
Opponent: Unknown
Place: Old Avalon Arena
Weather: Cloudy
Start Time: 2:00
Estimated Success Rate: Unknown
Reward: 150,000 Credits

COMMISSION

Theater of Operations: Arena
Enemy Forces: AC (1)
Objective: Destruction of the target AC

MESSAGE INCOMING:

>>This is an urgent request. Your services are required to eliminate an AC of unknown origin. The AC's current location is the Old Avalon Arena.

The target has been spotted in various locations on the surface and always leaves a swath of dead Ravens in his wake. His ultimate goal is unknown, but he's a definite threat.

Two highly qualified Ravens were dispatched to take him out, but unfortunately, they're having little success. Please join them in a joint effort to eliminate the target.

We must bring his rampage to an end. The damage he is doing to our company's reputation is unacceptable. Eliminate him at any cost.<<

ELIMINATE AC

MISSION STRATEGY

They said it's a joint effort, but they're wrong. The two Ravens that were supposed to help you have already been destroyed.

You need a lightweight AC to dodge all the missiles and lasers speeding your direction. Also equip a variety of missiles that utilize lock-on targeting, as the AC moves way too fast to depend on your aim.



Use the Override Boost to evade oncoming missiles. After the missiles impact behind you, turn toward the AC and shoot him before he lets loose another round.



Even though you fight in the same arena as the last mission, the arena has changed in one crucial way: There's no longer a second level.



Dodge-strafe as you fire small missiles in the AC's direction. Even if your missiles don't hit the AC, they sometimes deflect enemy missiles headed your way.



When the AC boosts into the air, boost with him. The AC has a harder time targeting you if you quickly maneuver your way around the skies.



Keep the AC in front of you so you can see when he fires his weapons. After you see missiles or energy blasts headed your way, kick in the boost.



There's nowhere to hide in the arena. If you're not fast enough to boost out of the way of oncoming shots, you're going to die. Go back to the Shop and equip a lighter mech before heading back to battle.

TERMINATE RAVEN

TERMINATE RAVEN

MISSION STRATEGY

One Raven is tough enough when it comes to arena battles, but two? That's what you're up against in the final mission of Old Avalon.

Equip a lightweight AC to take on the deadly duo, as you must hit and run to successfully complete the mission. The EAW-H801 missiles work well to hit targets on the move and should be your primary weapon in battle.

MISSION DATA

Operation Name: Unfinished
Client: Old Avalon BOC
Opponent: Raven
Place: Unknown
Weather: Fair
Start Time: 15:40
Estimated Success Rate: 51%
Reward: 100,000 Credits

COMMISSION

Theater of Operations: Unknown
Enemy Forces: AC (1)
Objective: Destruction of the target AC

MESSAGE INCOMING:

>>We've just put out a contract on a Raven and would like you to take charge of the mission. The target is a member of the Raven Order, but also shows signs of allegiances to the Indies.

Ravens are allowed to choose their sponsors, but when doing so pits them against us, they must be ready to face the consequences. Let this be a lesson to others.

Your target is aware that his actions are making waves and he is being very cautious. Until recently, locating him has been an effort in futility.

However, he slipped up, and by doing so has provided us with the information we need. His whereabouts this evening are now known to us and we want you to pay him a visit.

Our information indicates that he will not be alone. Should you encounter additional resistance you have our permission to eliminate these targets as well.

Any fallout that occurs as a result of this mission will be taken care of by us. Please carry out the mission and let us handle the rest. That is all.<<



The columns and second level are back. Use the columns for cover and the second level to snipe the ACs. The environment, if used right, is a useful tool in defeating the Ravens.



Isolate one Raven before attacking. If you storm the middle and take shots from both enemies at once, the mission will end in a matter of seconds.



When orbits surround you, hit your Override Boost. It's your only means of escape.



Don't let the Ravens get in close. They'll hit you repeatedly with their laser blades until you burn into a fiery mess.



Boost up to the second level and wait for a Raven to join you. Usually, only one will challenge you, giving you the opportunity to destroy one Raven at a time.



When you're on the second level, the Ravens hide underneath you. Use your Override Boost to create separation, then aim down to hit them on the bottom level.



When hiding behind the columns, wait for the missiles to hit, then boost-strafe to the side of the column and fire your missiles at the ACs.



After all missions in Old Avalon are complete, you're awarded the EXM-DD02 back unit. This adds 60% more ammo for all weapons.

EXPLORE UNCHARTED REGION

Lost Field

If you have finished all normal missions, you've achieved 100%. You achieve 103% when the Lost Field missions are completed after this.

Average Difficulty: 10

Number of Missions: 3

MISSION DATA

Operation Name: Love Song
Client: Government
Opponent: Unknown
Place: Lost Field
Weather: Fair
Start Time: 0:15
Estimated Success Rate: Unknown
Reward: 350,000 credits

COMMISSION

Theater of Operations: Lost Field
Enemy Forces: Unknown
Objective: Unknown

MESSAGE INCOMING:

>>This request comes directly from the Government. We urge you to accept.

Far across the ocean from Neo Isaac there is a region called the Lost Field, of which little is known. We want you to investigate the area.

Your target is a man-made facility deep within the heart of the region. We are the only ones who know of its existence.

What you'll encounter there should be considered highly classified. You are ordered to forget anything and everything you see once the mission is complete. Good luck.<<

EXPLORE UNCHARTED REGION

MISSION STRATEGY

Just when you thought you'd finished the single-player game, alas, there are three more levels. All three are extremely difficult arena encounters, and the madness all starts in operation Love Song.

The key to beating the first mech is to wait for it to fire its barrage of bullets, then blast it with your KARASAWA-MK2 as it stands still. You also must have mastered quickly tapping your boost button while strafing to hop around the room and away from danger.

The AC detailed in Rapture is still the most recommended unit for this type of mission. It might not be the quickest mech around, but what it lacks in foot speed, it more than makes up for in punch.



When the AC is on the move, run around the enemy unit using your strafe-boost hop while firing your ZWM-M24/IMI missiles.



When the AC stops to deliver its barrage of bullets, blast the stationary target. Switch to your KARASAWA-MK2 and get in as many shots as you can. When the AC goes back on the move, resume your strafe-hop until it stops to fire again.



Equip an extension such as the BEX-BRM-02. This device fires support missiles that help whittle down enemy units.



If the AC gets in close, it swipes at you with its blade. Boost backward to avoid the blade, and fire your missiles at the nearby target.



There's no second level to snipe the AC from, so concentrate all your attacks from the ground. It'll take an unbelievable amount of firepower to bring this mech down, but be patient, it can be done.

REVISIT UNCHARTED REGION

MISSION DATA

Operation Name: Alive
Client: Government
Opponent: Unknown
Place: Lost Field
Weather: Fair
Start Time: 3:15
Estimated Success Rate: Unknown
Reward: 600,000 credits

COMMISSION

Theater of Operations: Lost Field
Enemy Forces: Unknown
Objective: Unknown

MESSAGE INCOMING:

>>This request comes directly from the Government.

We'd like you to return to the Lost Field and investigate the presence of an unidentified unit.

Again, everything you see must be treated with the utmost secrecy. You are the only Raven that we can entrust with this mission. Here is to your success.<<

MISSION STRATEGY

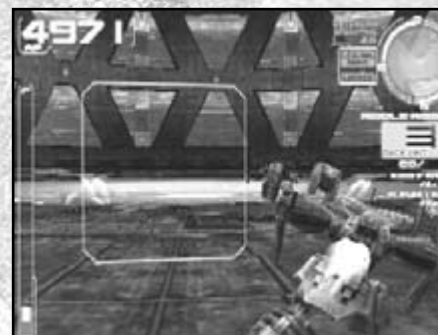
Don't expect much of a break after the grueling battle you just went through. That one was actually a piece of cake compared to your next one.

If you're still using the AC from Rapture, switch your arms to the ZAW-XP/T9 and equip the ZEX-RS/HOUND extension. This gives your AC at least a fighting chance.

As the mission starts, blast the AC as many times as you can with your ZAW-XP/T9. You should be able to get a significant number of hits in right away.



When the enemy AC is on the move, use your missiles to hit it as you circle-strafe around the room using your boost hop. Don't use your energy weapon while boosting—you'll waste too much energy.



Switch between your missiles and your weapon arms (depending on your energy levels) throughout the mission and what seems to be working best in this particular round.



Remember to toggle your extension on as soon as the mission begins. It's easy to forget, but it can make a huge difference in the outcome.



Wait for the AC to stop to fire its multi-laser weapon at you and pop it with your plasma cannons.

DESTROY DESIGNATED TARGET

DESTROY DESIGNATED TARGET

MISSION STRATEGY

After hours and hours of honing your mech skills, it's finally time for your final mission. If you step in this arena too cocky, you'll get a rude awakening. Your final opponent isn't just tough, it's seemingly impossible to beat. Unless, that is, you know a few tricks.

First, overhaul your AC. Below is one setup that works. Play with the lineup of weapons until you find what works best for you, then step up to one of the toughest challenges in all of gaming.

MISSION DATA

Operation Name: Dominion Feather
Client: Government
Opponent: Unknown
Place: Lost Field
Weather: Rain
Start Time: 2:30
Estimated Success Rate: Unknown
Reward: 999,999 credits

COMMISSION

Theater of Operations: Lost Field
Enemy Forces: Unknown
Objective: Destroy the designated target

MESSAGE INCOMING:

>>>Once again, the Government requires your services. You are to head to the Lost Field and eliminate a specific target.

You've faced comparable challenges before and always came out on top. We know that you won't let us down. When this mission is complete, all materials pertaining to it will be destroyed.

Good luck, Raven.<<

Head: ZHD-2000/SV
Core: ZCL-XA/2
Arms: EAW-DC10
Legs: ZLN-EK1/SRRT
Booster: EBT-V55
FCS: LODD-8
Generator: GR-XR/15000

Radiator: RPS-MER/SA
Inside: None
Extension: EEX-AM45
Back Unit R: EM-SD120
Back Unit L: none
Optional Parts: SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-BE++, SP-BFS/LOSP, SP-ENE-ACC, SP-E/SAVER



As soon as the fight begins, use your Override Boost to fly to where your opponent started, then start running.



Run around in as tight a circle as possible while tapping the boost to hop into the air. This enables you to avoid many of the oncoming shots as the enemy flies above.



Check your radar for the enemy AC's position in the air, and when you see it land, get in position to shoot.



With this AC setup, you only have 12 possible shots. Make them count. If you miss more than three or four shots, you won't have enough ammo to destroy your opponent.



The EEX-AM45 extension helps counteract some of your opponent's missiles. Switch it on as soon as the fight starts.



After beating this final AC enemy, you complete the game and are awarded the ZLR-ARROW legs. You'll also get the INW-OM-PRT.

TEAM VS TEAM

VS Missions

Now that all 92 single-player missions are complete, call a friend and test your skills in a series of head-to-head games. May the best merc win.

TEAM VS. TEAM

COMMISSION: Player 1

Theater of Operations: Swen Iceberg Arena
Enemy Forces: AC, MTs
Objective: Destruction of all enemy forces
Reward: 72,000 Credits

COMMISSION: Player 2

Theater of Operations: Swen Iceberg Arena
Enemy Forces: MTs
Objective: Destruction of all enemy forces
Reward: 65,000 Credits

BRIEFING: PLAYER 1

>> Our scanners have just picked up a Zio Matrix assault squad headed toward the Swen Iceberg Arena. This cannot bode well for the troops we've deployed to the region just a short while ago.

According to the transmissions we were able to intercept, one member of the assault squad is a Raven.

In order to balance the playing field, we've decided to hire a Raven, as well.

Please link up with our team and lay waste to the Zio Matrix squad. Good luck.<<

BRIEFING: PLAYER 2

>> The target of this mission is an Indies team deployed on a training exercise in the Swen Iceberg Arena.

Our company has plans to excavate a facility located in the region, but before our work can continue, all threats to our research teams must be removed.

Please join our assault squad and eliminate the enemy.<<

MISSION STRATEGY

Player 1 is trying to destroy, while Player 2 is trying to protect (through destroying, that is). One thing both players need to do right away is to differentiate between the two teams. Player 1's team is black and walks around with sniper rifles, while Player 2's team is white and boosts around all over the place.



From time to time, this crazy scenario occurs: Both players die, and the player with the most money is awarded the win. The catch is, if no bonuses were awarded, the player who dies first wins because he or she spent less money on ammunition.



Do not step in front of your own teammates. They'll take you out in the crossfire if you're not paying attention.



Because money is the key to winning, use energy weapons primarily throughout the mission. You spend no money on ammunition and can pull out some cheap wins by a few credits.



If you kill the opposing player first, you will have little problem clearing out the rest of his or her team.

ATTACK THE PATROL TEAM

BRIEFING: PLAYER 1 AND 2

>>We've just learned that the leaders of the Indies terrorist organization are holding a summit in the abandoned block of Old Gal.

This is an unprecedented opportunity for us to cripple their organization and one which we cannot pass up.

As is to be expected, security for the summit will be at a maximum level. Your mission assignment is to eliminate all opposition.

We've hired several Ravens for this mission and each will be paid according to the number of energy forces they destroy. Good luck.<<

ATTACK THE PATROL TEAM

MISSION STRATEGY

In this mission, both players stalk the same city streets destroying as many MTs as possible. In the beginning, you need both AC units to clear the area of most of the MTs.

Once only one MT is left, however, it's time to square off. Start early by chipping away at the other player throughout the level. A shot in the back here, an "inadvertent" missile there, and you'll have the advantage when you finally battle.



Circle-strafe around groups of MTs while firing your laser rifle. Don't get caught in the middle of a fire-fight from a stationary position.



If your opponent doesn't see you, hit him or her with some cheap shots and boost away afterward.

COMMISSION: Player 1 and 2

Theater of Operations: Old Gal, Abandoned Block

Enemy Forces: MTs

Objective: Destruction of all enemy forces

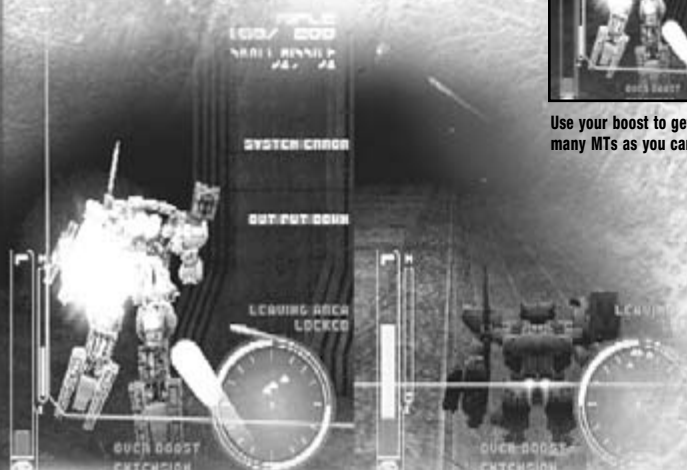
Reward: 0



Use your boost to get high over the battlefield, then snipe as many MTs as you can from above.



If you start to get pounded by the MTs (or your opponent), use your Override Boost to fly out of harm's way.



ELIMINATE THE TERRORISTS

BRIEFING: PLAYER 1 AND 2

>>The Bureau has a mission assignment that requires your help. Over the past few days, a Raven has subjected our surface city to repeated attacks. He must be eliminated.

The target is currently hiding in a ventilation facility that connects the underground city to the surface.

The section in which he's hiding has been sealed off, so he has no means of escape. Nevertheless, we want to resolve this matter as quickly as possible.

The target has joined forces with an MT team which we assume is aligned with his client. Resistance will be heavy.

Due to this fact, we have decided to hire multiple Ravens. Each of you will be responsible for destroying the enemies encountered in your designated sectors.

Eliminate the enemies as you see fit, but keep in mind that the assigned target is the Raven. Once he's down, we can take care of the rest.<<

COMMISSION: Player 1 and 2

Theater of Operations: Old Zam Ventilation Facility

Enemy Forces: AC, MTs

Objective: Destruction of the target AC

Reward: 10,000 Credits

ELIMINATE THE TERRORISTS

MISSION STRATEGY

This is a race to the bottom as both AC units must fly through the dark hallways of a ventilation facility, blasting MTs as they approach while searching for the enemy Raven.

The Raven's not tough to find, however. Blast through the gates and fall through holes in the floor to descend to lower levels. When you think you can't fall any farther, blast the floor of the big pit to land in the room with the Raven.



Upon finishing the mission you're awarded a bonus 3,000 credits per Guard MT you destroy and 40,000 credits if you kill the Raven.



Because 40,000 credits go to the AC who kills the Raven, take out your opponent before you reach the bottom floor. If you both reach the area at the same time, take shots at your opponent between shots at the Raven.



If you get stuck in a hole, hit your boost to fly up to the main hallway. Remember which way you were headed before you fell, so you don't run in circles.



The Raven hops around to avoid shots. Wait for him to land, and when he hesitates, blast him with your rifle.

TARGET ELIMINATION

BRIEFING: PLAYER 1

>>This is an emergency request. The subject of a top-secret, human re-engineering project has somehow managed to escape from our research facility.

The latest reports indicate that he has taken refuge in the Old Zam Ventilation Complex. But that isn't all. He also stole an AC that belongs to Zio Matrix.

He must not be allowed to expose the details of our ongoing research. Please eliminate the target and the AC. Also, interference by any outside parties is to be dealt with harshly.<<

BRIEFING: PLAYER 2

>>An AC equipped with our most recently developed technology has been stolen.

The technology is only in its infancy, but we expect it to revolutionize AC development. Our competitors must never learn of its existence.

We've confirmed the target's location as being somewhere in the Old Zam Ventilation Complex. Head to the facility and make sure that our research does not fall into the wrong hands.

The AC is your assigned target, but we're giving you free rein. Destroy any and all resistance that is encountered.<<

COMMISSION: Player 1

Theater of Operations: Old Zam Ventilation Facility
Enemy Forces: AC
Objective: Destruction of the designated target
Reward: 46,000 Credits

COMMISSION: Player 2

Theater of Operations: Old Zam Ventilation Facility
Enemy Forces: AC
Objective: Destruction of the designated target
Reward: 46,000 Credits



TARGET ELIMINATION

MISSION STRATEGY

This is a one-on-one-on-one shootout where both players are thrown into a pit with an enemy AC and only one mech walks out alive. You can play this mission a number of ways. Both players can team up against the enemy AC to take him out first, then battle each other. Or, it can simply be played as a free-for-all. However you decide to play, the winner is the one still alive.



Teaming up against the computer is the quickest way to make this one a duel between player-controlled mechs. After the computer AC has been eliminated, you can prove whose mech is best.



Even if you decide to team up against the computer, always look for an opportunity to double-cross. There are no ethics involved in mercenary fights, and you're playing to win.



As soon as the mission begins, blast the computer AC with plenty of shots before he moves out of the way. Take advantage of the opportunity to hurt him early, then finish him off quickly.



When your opponents are battling each other, use lock-on missiles to blast them both.

ARENA

BRIEFING: PLAYER 1 AND 2

>>This request comes directly from the Concord Corporation. We'd like you to attend a special battle being held in the arena.

You'll be partnered with a Raven, whom we will designate, in a fight to the finish against two others.

The opposition consists of the Ravens "Line Shooter" and "Graceless." Each is a top-ranked combatant, so be prepared.

A cooperative battle can't be won by strength alone. Instead, show us your ability to work in unison with a teammate.<<

ARENA

MISSION STRATEGY

In this mission, teamwork counts, even though you're fighting separate ACs in separate arenas at the same time. The teamwork comes into play because after you destroy the AC in your arena, you have to boost up through a door in the wall, run down a hallway, and enter your teammate's arena to help.

If you've been looking for bragging rights, this is the mission in which to find them. Your opponent will never live it down if you not only destroy the AC in your arena, you destroy the AC in your opponent's arena, too. It's even better if the action occurs as his or her AC goes up in smoke.



The enemy ACs don't dodge well. They storm straight forward while trying to hit you with their blades. Blast them with your laser rifle while backing up to deliver a group of powerful hits they'll never recover from.



Circle-strafe while hopping with your boost to fly right over oncoming fire. As you dodge, fire rapidly at the enemy AC who, once hit, freezes for a second, enabling you to blast him again.

COMMISSION: Player 1 and 2

Theater of Operations: Arena

Enemy Forces: AC (2)

Objective: Destruction of both enemy ACs

Reward: 20,000 Credits



After you defeat the AC in your arena, look up to find the open door in the second level. Enter this walkway to find the arena where the other AC battle is taking place.



Even though this mission is about teamwork, if you kill the AC in your opponent's arena, it gives you something to brag about for days, or, at least until the next mission.

ENTER UNDERGROUND FACILITY

BRIEFING: PLAYER 1 AND 2

>>One of the cities in which we conduct business has been attacked by the Indies. It's an embarrassment to be upstaged by a terrorist group composed almost entirely of civilians.

They will be punished for their actions. We've learned that their leader is hiding out in an underground facility near Burroughs Hill. Seek out this MT and destroy it.

The target is very cautious, for reasons I'm sure I don't have to explain, and will attempt to escape at the first sign of an attack. Time will play an important factor in this mission.

If the time limit is exceeded, we will withhold our reward. Also, we've employed a second Raven as insurance. Our only concern is the swift elimination of the target.<<

COMMISSION: Player 1 and 2

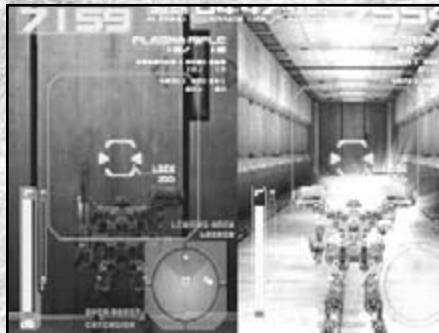
Theater of Operations: Burroughs Hill Underground Storage Facility
Enemy Forces: MTs (Unknown number)
Objective: Destruction of the target MT
Reward: 20,000 Credits

ENTER UNDERGROUND FACILITY

MISSION STRATEGY

Both players' missions are identical: to eliminate as many MTs as possible along with their leader. You only have 5:00 to make it to the bottom level of the storage facility and destroy the main MT. Otherwise, it'll escape, and so will your reward money.

You could play this one cooperatively, seeking out the MT boss together and destroying it, or you could try to kill your rival Raven en route to the MT, ensuring that with a kill, you will be awarded all the credits.



Use your missile tracking to detect MTs around a corner, then strafe into the hallway, blasting your enemies with missiles or laser fire.



Even though you should work as a team, it's fun to shoot your opponent. But that makes one less friend at your back as you fight the MT.



Use your boost to fly down the halls quickly. Because you're on a time limit, you don't have time to simply run or walk.



If you see your opponent about to kill the MT, kill your opponent. Sometimes that's the only way to collect the credits.

PURSUE THE TRAIN

BRIEFING: PLAYER 1

>>We are requesting that you launch an assault on the Earth Government's high-speed train. The train is used to transport resources necessary for their operations.

Because of the train's importance, the Earth Government has upgraded the defense system along its route. But we've succeeded in identifying a weakness.

The Earth Government announced publicly that the system is fully operational. They lied. The section that is to provide security within Grair Tunnel is not up and running, yet.

A chance to publicly humiliate the Earth Government is too good to pass on. We will launch our attack as the train passes through the tunnel. Eliminate anyone who gets in your way. That is all.<<

BRIEFING: PLAYER 2

>>We've discovered a plot designed to disrupt the shipment of resources along our high-speed railway.

A first-rate security system is in place along most of the line, but there is one exception, Grair Tunnel. It is at this one location that the system is still not operational.

We have, of course, kept this a highly guarded secret, but the Indies found out somehow. If an attack is to be carried out, Grair Tunnel is where it will happen.

Defend the train from attacks as it travels through the tunnel. Guard it with your life.<<

COMMISSION: Player 1

Theater of Operations: Earth Government's High-Speed Railway

Enemy Forces: Unknown

Objective: Destroy the train

Reward: 40,000 Credits

COMMISSION: Player 2

Theater of Operations: : Earth Government's High-Speed Railway

Enemy Forces: Unknown

Objective: Protect the train

Reward: 51,000 Credits

PURSUE THE TRAIN

MISSION STRATEGY

Player 1 needs to destroy the charging train while Player 2 tries to defend it. This really gives Player 2 the advantage, because if Player 1 isn't fast enough to the train, or doesn't hit it, Player 2 wins the game. Player 2 also has the advantage because he or she knows from where Player 1 is attacking and can focus on slowing Player 1 down. All and all, it's an uphill climb for a Player 1 victory.



Player 1 should Override Boost the second the mission starts or he or she will never catch the train. But watch out, Player 2 is waiting for you.



Player 2 needs to slow down Player 1. The train already has a head start. If you can engage your opponent if a fight, you're pretty much a lock to win.



Even if Player 1 doesn't destroy the entire train, he or she still earns bonus money for blowing up parts such as the caboose, and that could be enough for the win.



When defending the train, if Player 1 gets past you, slow or destroy him or her with repeated shots in the back.

DEFEND THE TRAIN'S CARGO

BRIEFING: PLAYER 1 AND 2

>>The Indies have attacked one of our trains traveling along the underground, high-speed railway.

We believe they're after the materials on board. The train made it through the area, but its caboose was damaged in the attack and had to be left behind. It must be recovered before the Indies regroup and mount another attack.

Your mission objective is to defend the target until our recovery team arrives on the scene. Do not disappoint us, Raven.<<

COMMISSION: Player 1 and 2

Theater of Operations: Earth Government's High Speed Railway

Enemy Forces: Unknown

Objective: Defend the cargo in the caboose

Reward: 33,000 Credits

DEFEND THE TRAIN'S CARGO

MISSION STRATEGY

The final mission in the VS mode isn't about blowing each other up, it's about preventing a train from being blown up by terrorists. But that doesn't mean you can't sneak a few shots in on each other as you stand back-to-back blasting MTs.

The key to successfully defending the train is for each AC to stand at opposite ends of the locomotive and take out the MTs as they enter the tunnel. When times get slow on your end, peep around the side and blast your buddy. But don't kill your counterpart. It's a lot harder defending the train by yourself.



If you leave your post to help on the opposite side of the train, the MTs will swarm the unprotected end and blow up their target in a matter of seconds.



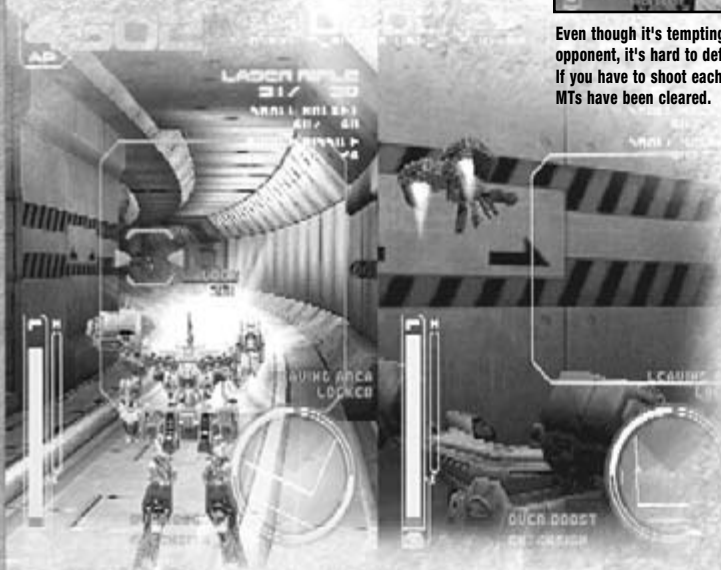
Watch out for the flying MTs. While you're occupied with the MTs in front of you, they try to slip by you to the side. If you don't take them out quickly, they'll take out the train.



Even though it's tempting to launch some missiles at your VS opponent, it's hard to defend both ends of the train by yourself. If you have to shoot each other, at least wait until most of the MTs have been cleared.



Do not shoot at MTs at the opposite end of the train. You might blast the train by accident, giving the terrorists the advantage for the remainder of the mission.



CLASSIFIED INFORMATION

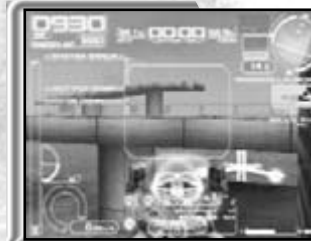
OVERWEIGHT ACS

Once you complete all the normal single-player missions for the first time (everything but the Lost Field, which opens after the credits), you may buy parts and build an "Overweight" AC Unit—a mech whose armaments and featured parts normally would be far too heavy for its core, arms, or legs to hold.



OVERRIDE BOOST DISCONNECT

To disconnect your Override Boost at any time during a game, simply press **L1**, **L2**, **R1**, **R2**, and **(R3)** together. The energy lost in using the boost can now be completely depleted; automatic shutdown and power-up is halted. Thus, you can shoot energy weapons and boost for a longer time. However, once you completely deplete your energy level, recharging takes a long time, leaving you extremely vulnerable. Professional pilots who want immediate extra power to secure a victory should use this function.



HIDDEN PARTS

The following is a list of all 26 hidden parts and their locations.

Head Parts

EHD-SCOPEEYE

Obtained by destroying the transport vehicle and picking up the part left behind in the "Escort AC Parts Transport" mission available in Scissors Forest mission area

ZHD-102/ROCK

Given after the player completes all missions in the Zearm Desert mission area. The part image pops up and the player is informed of the new acquisition

Leg Parts

ELN-02SLD

Given after the player completes all missions in the Thorn Garden mission area

ELN-070

Given after the player completes all missions in the Horwick Mountains mission area

ZLN-01/BARREL

Given after the player completes all missions in the Whiteland mission area

ZLR-ARROW

Given after the player completes all missions in the Lost Field mission area

Inside Parts

INW-DM-MV

Player must defeat all enemies in the "Test New MT Model" mission in the Eyelet City mission area as quickly as possible

INW-RV-08

Given after the player completes all missions in the Scissors Forest mission area

INW-OM-PRT

Given after the player completes all missions in the Lost Field mission area

Extension Parts

BEX-BT180

Player must clear the "Takeover Military Warehouse" mission in the Old Gal mission area and at the same time destroy no more than three containers

BEX-AA00

Awarded after the player has cleared all normal missions, except those in the Lost Field

Back Parts

EWM-NAP-02

Obtained after defeating about 50 opponents in the "Probe Balena's Defenses" mission in the Colnart Bay City area

EWM-M03

Given after the player completes all missions in the Old Zam mission area

ZWM-M55/6

Given after the player completes all missions in the Balboa City mission area

ZWM-GT/00

Player must defeat all enemies encountered in the "Destroy Security Detail" mission in the Rapture mission area

ZWR-M/30

Found during the "Attack the Airbase" mission in the Horwick Mountains mission area. Go through the far right entrance on the second mountain range, take the elevator up, and destroy the boxes in this room to reveal the part.

EWR-M40

Given after the player completes all missions in the Neo Isaac mission area

CLASSIFIED INFORMATION

Back Parts *continued...*

ZWC-CN/500	Given after the player completes all missions in the Burroughs Hill mission area
EWG-GN-81	Given after the player completes all missions in the Arkot Ocean mission area
ZWC-XP02/QL	Given after the player completes all missions in the Folk City mission area
EXM-DD02	Given after the player completes all missions in the Old Avalon mission area

Blade Parts

ELS-7880	Given after the player completes all missions in the Earth Central mission area
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Right Arm Weapons

EWG-RF-10LB	Given after the player completes all missions in the Old Gal mission area
EWG-XC213	Given after the player completes all missions in the Colnart Bay City mission area
ZWG-XC/01	Destroy the box near the end of the "New Part Acquisition" mission in the Folk City mission area and pick up the part. Then purchase the part from the Shop
EWG-HM-04	Given after the player completes all missions in the Eyelet City mission area

LOAD OLD ARMORED CORE

Saved *Armored Core 2* game data can be imported into *Armored Core 2: Another Age* by accessing the LOAD option and selecting the Convert AC2 Data option. Doing this allows players to bring over their AC creations from AC2, credits earned in AC2, and all parts acquired in AC2.

ARMORED CORE 2 CHEATS IN ANOTHER AGE

The following cheats are available in *Armored Core 2: Another Age*, but first they must be enabled in the original *Armored Core 2*. After acquiring the various hidden attributes, save your *Armored Core 2* game data with these codes enabled and transfer the data to *Armored Core 2: Another Age*.

Human Plus Enhancements

Players (and some arena competitors) who lack the skills to become true champions may elect to augment not only their ACs, but their own bodies to improve their combat performance. Once you attempt this and secure the first enhancement, the game starts over, so it's imperative to

gather these enhancements at the beginning. Once you complete one level successfully, however, these enhancements become unavailable.

To obtain Human Plus parts, enter Level 1 and die. Repeat (usually by jetting into the room with Bundle MTs, firing solid

ammunition rounds at the floor to increase expenditure, and waiting to explode) until your credit account reads -50,000 credits. When this occurs, a movie plays and you acquire Level 1 parts. Repeat the process for Level 2, 3, 4, and 5 parts.

Human Plus Enhancement Level 1—Improved Radar
(-50,000 credits)



Check the radar. It now displays a grid and other information that makes locating enemy troops easier. Radar parts become unnecessary.

Human Plus Enhancement Level 2—Long-Range Blade
(-50,000 credits, Human Plus Level 1)



This enhancement enables you to throw your close-combat weapon (but not your shield) while you are on the ground. Press **●** to slash, and then quickly press **×** for a long-range blade.

Human Plus Enhancement Level 3—Enhanced Cooling
(-50,000 Credits, Human Plus Level 2)



Your AC unit now cools twice as fast as it does normally, meaning you can take double the enemy fire before you overheat.

Human Plus Enhancement Level 4—Improved Mobility
(-50,000 Credits, Human Plus Level 3)



Hover units and bipedal ACs cannot move and fire certain back weapons at the same time. This enhancement enables these units to fire back-mounted ordnance while on the move.

Human Plus Enhancement Level 5—Improved Boost
(-50,000 Credits, Human Plus Level 4)



This enhancement halves all booster energy usage. Now you can jet up and fire energy weapons for twice as long before your energy runs out.